

Unity generalist experienced in rapid prototyping, seeking game programming jobs.

Top Skills

Professional skills

- **Unity/C#** - 2 years of professional experience.
- **JavaScript/React** – 3+ static promotional hero web-apps, with various styling tech stack.
- **Git version control** – Established CI/CD pipeline (squash-rebase) for 4+ projects.
- **Jira project management** – Developed and published 1 game from ideation within 7 months (2024).

Work Experience

Codiland (Remote)

Unity Developer

11/2022-Present

- Designed and developed proprietary IPs for mobile using Unity's C# API.
- Architected game systems for scalability with OOP principles.
- Utilized version control systems (Git, PlasticSCM) to manage source code repositories.
- Integrated assets (3D art, animations, VFX, SFX) into pipeline.

Rift & Sync (capstone project) • <https://rift-n-sync.github.io>

Creative Director/Producer/Lead Programmer

03/2024-Present

- Designed and developed experimental mechanics in Unity.
- Greyboxed puzzles and prototyped level designs iteratively with ProBuilder.
- Conducted playtests and gathered feedback to streamline development priorities.
- Managed concurrent development streams to ensure milestone delivery within timeline.

Afterlight (capstone project) • <https://afterlight-game.github.io>

Lead Programmer/Optimization Engineer/Technical Artist

03/2024-Present

- Implemented mesh-shadow physics for experimental 2D/3D genre blend.
- Leveraged concurrent processing with Jobs to optimize heavy operations for real-time performance.
- Implemented custom HLSL shaders for hand-crafted artistic effects in the built-in pipeline.

Junior Engineers • Melbourne

After-hour instructor (casual)

08/2022-09/2022

- Teach primary students basic coding principles.

Education

Bachelor of Games & Interactivity/Bachelor of Computer Science

Expected 2025

Swinburne University of Technology, Melbourne

- GPA: 3.95/4.0, High Distinction

Extra-curricular Activities

Education Officer • HackMelbourne

07/2022-02/2023

Key accomplishment: speaker during online introductory workshop into programming.

Achievements & Accolades

IntegraDev Student Prize • Object-oriented Programming

2023

- Achieved highest grades among semester 1/2023 cohort for Swinburne's COS20007 - OOP.

Portfolio & Reference

Portfolio • <https://thelazyant164.github.io>

Reference available on request.