

James Kellie

Game Programmer | Designer



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PERSONAL SUMMARY

A bright and ambitious Software Programmer, tailored towards the game industry, with a bachelors in Game Programming wrapping up shortly. I have a yearning for learning more about the common programming languages and what makes them tick, with core experiences with C++ and C#. I hope to produce great games within this quickly evolving industry with a team of professionals, additionally, I'm interested in AI and what it has to offer the world, with plans to study it further in the future. I've done very basic engine work in OpenGL, with a large portion of my experiences in Unity while studying. I also have experience in Source Engine with creating maps, and running game servers as a hobby, providing my own plugin extensions for the game Team Fortress 2.

PROFESSIONAL EXPERIENCE

2017 – 2017 5 Months	Lead Programmer <i>They Were Doomed from the Beginning</i> Academy of Interactive Entertainment – 2 nd Year Project <i>String Processing, HUD, Saving & Loading, Regex, Atmosphere, Book Processing</i>
2016 – 2016 3 Months	Programmer <i>Nevergreen</i> Academy of Interactive Entertainment – 1 st Year Project <i>Character Controller, Pickup System, HUD, Environment</i>

EDUCATION

Year	Degree	Institute
2018 - 2018	Bachelor of Games and Virtual Worlds	Academy of Interactive Entertainment & Canberra Institute of Technology, ACT Australia
2015 - 2015	Certificate III in Information, Digital Media & Technology	Academy of Interactive Entertainment, ACT Australia
2014 - 2014	Certificate II in Information, Digital Media & Technology	Academy of Interactive Entertainment, ACT Australia

SKILLS AND COMPETENCIES

Programming	Relevant	Personal
C# ●●●●●●●○	Unity ●●●●●●●○	Communication ●●●●●●●○
C++ ●●●●●●○	Debugging ●●●●●●●○	Team Work ●●●●●●●○
PHP ●●●●○	OpenGL ●●●●○	Learning ●●●●●●●○
SQL ●●●●○	Agile Development ●●●●●●○	Creativity ●●●●●○
Python ●●●●○	Unreal Engine ●●●●○	Leadership ●●●●●●○
JavaScript ●●●●○	Regex ●●●○	Motivation ●●●●●●○

REFERENCES – Available on request.