



James Kellie

Game Programmer | Designer

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PROFILE

I am a bright, ambitious and self-driven programmer with a bachelor's in Games and Virtual Worlds wrapping up at the end of 2019 with experience with C# and C++. With some self-taught experience with numerous common languages including JavaScript, PHP, SQL and a handful of others. The Unity engine has been my go-to engine of choice for several years, with some experience with OpenGL that involved making a few small applications using a framework through my education involving C++.

The end goal it to produce great games in this ever-evolving industry in either Solo or Team environments, and while my current focus is creating Unity Assets to learn all there is in the Unity environment, I look forward to what ever the future throws my way.

PROFESSIONAL EXPERIENCE & PROJECTS

2018 – 2019 6 Months (Ongoing)	Project Manager & Programmer Quest Overseer Academy of Interactive Entertainment – 3 rd Year Project <i>Solo project that involved creating a marketable asset for a final assignment, Quest Overseer was my chosen project, a Quest Management tool, which involved creating a Unity Asset for the Unity Store. Some responsibilities and tasks included, Event driven updates, UI and Information Management, Documentation, Burndown charts, Singleton Pattern, Saving & Loading, Custom Inspectors and Time management.</i> <small>Will be sold on the Unity Marketplace 2019</small>
2017 – 2017 5 Months	Lead Programmer They Were Doomed from the Beginning Academy of Interactive Entertainment – 2 nd Year Project <i>Team of five full time students in Unity. One programmer, one artist and three designers/writers, the project itself was an interactive, choose your own adventure kind of game, while I was the only programmer, several systems had to be created to enable designers to work on the project/story without interacting with the scene. Other tasks involved were String Processing, XML importing, Saving & Loading, Regex, scene atmosphere, Story/Book Processing involving physics dampening to make pages behave in predictable patterns.</i>
2016 – 2016 3 Months	Programmer Nevergreen Academy of Interactive Entertainment – 1 st Year Project <i>First year project within the Unity Engine in a team of nine full time students, two programmers, four artists and three designers. The project was a vertical slice of an adventure/action 2.5-dimension platformer based in the future. Some tasks involved, team work, communication, character controller creation, HUD design and creation, Pickup/Upgrade system and some Atmospheric elements such as parallaxing background and simple AI fireflies for more atmosphere.</i>

RELEVANT SKILLS AND COMPETENCIES

- 5 Years C# and C++ Programming.
- General understanding of JavaScript, PHP, SQL, Basic Regex
- Advanced Windows Experience, Basic Linux knowledge
- Computer literate, Word, Excel, PowerPoint, typing speed of over 80 WPM
- Advanced Unity Engine Experience
- Produced plugins using SourceMod for Team Fortress 2 servers.

EDUCATION

2016 - 2019	Degree	Institute
	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
2011 - 2011	Certificate II in Business	TAFE NSW – Sydney Institute of Higher Education

REFERENCES – Available upon request.