

Paul King

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Technical Skills

Programming

- C++, C# and Java
- Advanced OO concepts including Class inheritance, polymorphism, abstract classes, interfaces, events
- File I/O and serialization
- Use of pointers in C/C++
- Java Network Programming with multithreading
- Use of Raylib library
- Graphic programming with OpenGL and GLSL
- Android application development
- Unit Testing in Java with Junit

Unity 3D

- Creating game objects, attaching components to them, and turning game objects into prefabs
- Importing and using assets and packages
- Writing scripts in C# for gameplay, collisions, animations, particle system, audio, Unity Events
- Controlling animation with Unity Animator
- Designing and programming user interfaces

Team Work

- Experience in the software development project management in an agile environment using SCRUM
- Use of Git, Github and GitKraken for version control

Graphic Work

- Basic 3D modelling and animation skills using 3DS Max
- 2D Graphic creation and editing with the use of Adobe Photoshop, Illustrator and Fireworks

Experience

April 2019 – November 2019

Junior Test Analyst

Linfox

This was a Software Tester role in the Linfox Logistics head office. I worked in the area of automation testing with the use of HP UFT as well as performing administration tasks using HP ALM. It was my responsibility to investigate problems with software whenever one of the tests failed.

Education

(Current) Advance Diploma of Professional Game Development (Specializing in Game Programming) – Academy of Interactive Entertainment

(2021) Diploma Digital and Interactive and Games – Game Programming, Academy of Interactive Entertainment

(2018) Bachelor of Information Technology, RMIT, Melbourne

Other Certificates

(May 27, 2020) Unity Certified User: Programmer

Interests

- I am a gamer who likes to play video games on several different platforms. I also enjoy board and card games including: CCG (collectable card games).
- I enjoy fictional stories from TV and movies, particularly in the genre of science fiction and fantasy.
- I have an interest in technology including the latest gadgets being released.
- I watch sport including Cricket, Tennis & Olympic sports.
- I work out regularly usually by going to the gym.

References (Contact details available on request)

Finn Morgan

Teacher at Academy of Interactive Entertainment
(Melbourne)

Richard Stern

Engineer at League of Geeks