

Industry Skills

- Languages: C++, C#, Python
- Engines: Unity, Unreal, Godot, PyCharm
- Git, Version Control
- 2D, 3D Design
- Animation
- Math's
- 3D Physics
- AR, VR (Oculus Rift), (Android, ios)
- Scrum, Scrum wise
- Multiplayer functionality
- .Net Framework
- AI and Gameplay Programming
- Visual Studio
- Debugging and Problem Solving
- Team Collaboration and Communication
- Optimization and Performance Tuning
- Eagerness to Learn
- Love and Passion for Games

Industry Projects

VR Boxing Game

Unity

Pioneered in making a VR boxing Game. The game was created using the Unity engine, utilizing the Unity XR Toolkit. When creating my game, the mechanics were written in C#. The main mechanics in my game were ragdoll interaction. I added new mechanics to increase engagement for the game, tested and fixed issues in the game, and maintained clean code. Further responsibilities consisted of:

- Concept and Design of the game
- Write C# code for game mechanics and interactions.
- VR integration along with the Oculus Rift
- Implement AI for opponent behaviors and ragdoll physics for realistic reactions.
- Work with 3D models to create a realistic boxing environment.

UKIE Games Jam 2024: To Be Human

Unity

Led the UKIE Game Jam 2024 as one of the lead programmers, worked with a team of artists and designers and helped create the game To Be Human. As the lead programmer, I was tasked with maintaining and writing logic for the game. Furthermore, I debugged and solved problems in the code when mechanics weren't working. Work within a short deadline in a team to create a working and engaging game. Further responsibilities consisted of:

- Design and implement game mechanics using C#.
- Develop systems for player movement and interactions within the spaceship.
- Review and ensure high-quality, maintainable code.
- Worked in a team and collaborated with my team.

ItsJustAGame

Unreal Engine 4

Created a 3D football game using Unreal Engine 4. Created code and mechanics in C++. Utilized AI and created intricate code and mechanics for the AI to simulate a football game. Maintained and reviewed code using the compiler debug game editor and the output log.

Further responsibilities consist of:

- Developed AI for realistic opponent behaviours and interactions.
- Utilized advanced mathematical concepts for physics and game logic.
- Integrated AI to control player movements and decision-making.
- C++
- Combined gameplay mechanics of football and wrestling.

Non-Tech Experience

Samsung Senior Customer Experience	June 2023 - Current
EE Sales Advisor	July 2022 - June 2023
Carphone Warehouse Customer Advisor	April 2018 – June 2022
Ganymede Solutions Rail Engineer	June 2016 – Feb 2018
TXM Infrastructure TFL Customer Support contractor	Aug 2015 – Nov2015

Education & Certification

BSc (Hons) Games Design
Modules: Game Engine, Software and
Technology, Games Programming, Games
Development and methodologies.

BTEC – Capital City College
Grade: Pass
Creative Media Production - Level 3

Extracurricular Activities

Technician Training: Samsung
Completed a technician training course
with Samsung, gaining many technical
skills.

References

Mario Michaelides

Tutor (Education)
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