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| CB[www.linkedin.com/in/callumburden](http://www.linkedin.com/in/callumburden)<https://cbryzhiy5.wixsite.com/callumburden>Technical ExperienceLanguages: C#, C++Applications: Visual StudioEngines: UnitySource Control: PerforceEducationBachelor of Games and Virtual Worlds (2018 – 2020)Academy of Interactive Entertainment (AIE), CanberraFirst Aid Certificate (2016 – 2018) Credential ID Employment HistoryGymnastics Coach (2016 -2019) Canberra City Gymnastics Club* Leading groups
* Managing teams
* Communication

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| Callum BurdenJunior Programmer cbryzhiy@gmail.com  |

(+61) 456 969 660InfoI am a Third-year student currently studying a Bachelor of Games and Virtual Worlds at AIE. I have done gameplay programming in Unity using C# and have worked with C++. I am looking to become a full-time programmer.Software projectsChild of Night (15 weeks – 12/08/2019) Gameplay Programmer Link To source codeChild of Night was a 3D isometric stealth game. You play as a vampire who must use his abilities to navigate the town and eat the villagers that reside in the town. * Child of Night was a 15-week student project that was completed in a group
* The game was created using Unity C#
* I developed the gameplay systems and technical sound for the game

Escape nox station (2 weeks – 17/06/2019)Gameplay Programmer Link To source code​Escaping Nox Station was a VR (Oculus Go) single player horror game. The player uses a multitool to navigate, interact and defend themselves from the danger lurking while trying to escape the Nox Space Station.* Escape Nox Station was a 2-week student project that was competed in a group
* The game was created using Unity C#
* I developed the multitool that was used for navigation, interacting with the map and shooting at the aliens

King Chaser (8 weeks – 08/10/2018)Gameplay Programmer Link To source codeKing Chaser is a top down 3D turn-based strategy game. Two players will battle against each other. Player 1 will traverse the map trying to get to the save tiles. As the player traverses the map they will be able to summon units to help them. Player 2 will be chasing after Player 1 and will be able to create obstacles to block the path of the player.* Escape Nox Station was an 8-week student project that was competed in a group
* The game was created using Unity C#
* I developed the player navigation and player one’s abilities. Player one’s abilities includes summoning three new playable characters with their own special characteristics.

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