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| CB  [www.linkedin.com/in/callumburden](http://www.linkedin.com/in/callumburden)  <https://cbryzhiy5.wixsite.com/callumburden> Technical Experience Languages: C#, C++  Applications: Visual Studio  Engines: Unity  Source Control: Perforce EducationBachelor of Games and Virtual Worlds(2018 – 2020) Academy of Interactive Entertainment (AIE), Canberra  First Aid Certificate  (2016 – 2018)  Credential ID Employment History Gymnastics Coach  (2016 -2019)  Canberra City Gymnastics Club   * Leading groups * Managing teams * Communication | |  | | --- | | Callum BurdenJunior Programmer [cbryzhiy@gmail.com](mailto:cbryzhiy@gmail.com) |   (+61) 456 969 660 Info I 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 code Child 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 code King 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.  Referees Tony Oakden, Academy of Interactive Entertainment  [tonyo@aie.edu.au](mailto:tonyo@aie.edu.au)  +02 6162 5131  Canberra Technology Park 49 Philip Avenue, Watson ACT 2602  Olga Karelina, Canberra City Gymnastics Club  [Olgakarelina.ccgc@gmail.com](mailto:Olgakarelina.ccgc@gmail.com)  Phone  85 Chandler St, Belconnen ACT 2617 |