

Cameron Shirley

OBJECTIVE

To apply my creative and technical knowledge to create pieces of work that excites developers and players alike.

CONTACT

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GenetixUTD

EDUCATION

De Montfort University

BSc Game Production – First Class Honors

Spalding Grammar School, A-Levels

Computer Science(A), Math(A), Physics(B)

PROFICIENCIES

- Communication Skills
- Teamwork
- Critical Thinking
- Problem Solving
- Creativity
- Organization

CORE SKILLS

- C#
- C++
- Unity
- Debugging
- Technical Documentation
- Agile Methodologies
- Project Management

EXPERIENCE

PENSION ADMINISTRATOR

Aegon | June 2021 – October 2023

During a placement, between my university years, I worked between 3 teams of about ~10 people each, overlooking the payment of pensions to customers within a prompt manner.

PROJECTS

THE AMALGAM

De Montfort University | November 2023 - May 2024

The Amalgam was a project solely developed by myself to expand upon and apply knowledge on Traditional AI Design. Inspired by Alien Isolation, the project uses a finite state machine to handle the decision making of a roaming enemy.

REFERENCES AVAILABLE ON REQUEST