

James Owen

Jamesowen012@gmail.com 0427 653 887

Career Profile:

Hard working and highly motivated to learn new topics and use those techniques in cutting edge software. Great communication and teamwork skills have been developed through group projects. Seeking a position as a games programmer.

Education:

2/2018 - Current:

Deakin University, Bachelor of Information Technology

- Major: Mobile and Application Development
- Recognition of Prior Learning of 10 credits

2/2016 – 12/2017:

Academy of Interactive Entertainment, Advanced Diploma of Professional Games Development

- One of four graduates nominated by teaching staff as a games programmer with outstanding skills and teamwork
- Assisted other students when they needed help

Technical Skills:

Excellent	C++	OpenGL	Unity	
Good	C#	GLSL	Lua	Java
Basic	Unreal Engine 4			

Experience:

6/2017 – 12/2017:

Institute for Intelligent Systems Research, Internship

- Worked on Flaim (Reality based firefighting simulation)
- Used Unity and Virtual Reality
- Researched implementing a cutting-edge fluid and smoke simulation technique with another team member
- Assisted the team to get started with Virtual Reality within Unity
- Created foam simulation to provide a more realistic experience for the final product

7/2013 – 10/2015

Deakin University, Research Assistant

- Used Java to create an ant simulator application on Android
- Implemented changes which the lecturer(client) requested

- Individually created product from concept
- Constant communication with client to get feedback and discussed improvements

11/2013 – 3/2016

Geelong Animal Welfare Society, Volunteer

Referees:

Available upon request