

Cameron Brown

Game Programmer

I'm a programmer with a passion for making games feel great and writing clean code. I love to put in that extra effort which can make an experience really enjoyable.

Experience

Game Programmer

Mana Tea Games

December 2019 | Contract

Worked on Mana Tea's debut game *Unfamiliar* for three weeks around release. Quickly picked up the existing codebase and was tasked with fixing bugs and adding polish.

Education

Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment, Melbourne

2018 - 2019

Comprehensive C++ and general programming training. Interdisciplinary group projects where full games were developed with Unity in C#.

Bachelor of Games Development (Games Programming)

SAE Institute, Melbourne

2017 **(Incomplete)**

Introduction to Unity and Unreal Engine, as well as some C# and C++ training. Completed first year before pursuing study at AIE.

Year 12 VCE

Emmanuel College, Point Cook

2009 - 2014

Projects

[fsh.zone](#)

Team Project at AIE

C#, JavaScript | Unity, Node.js, Socket.IO

2018 - 2019

A small online multiplayer hangout browser game.

Features a dedicated server written in JavaScript which interacts with a client made with Unity. Began as a personal project to learn networking, and continued as my capstone project at AIE with 8 others.

Contact Details

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Skills

Self-Motivation

Problem Solving

Teamwork & Communication

Languages

C++

C# (.NET / Unity)

JavaScript

Lua

GLSL

Software

Visual Studio

Unity

Photoshop

Version Control

Git

Subversion

References

Available upon request