

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.

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 (Unfinished)

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](#)

Personal Project

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.

[Backyard Fury](#)

Team Project at AIE

C# | Unity

2018

A 1v1 physics-based local multiplayer game, similar to Angry Birds.

My first real group project where I learned a lot about communicating and working with designers and artists to make a full game.

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