Justin Cragg

Junior Games Programmer

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I am a professional games programmer, currently studying towards a Bachelor of Games and Virtual Worlds. I have great passion for programming game AI and the challenge that comes with problem solving for any project. I have worked extensively in Unity using C# and have a background with C++ and Python.

Technical Experience

Languages: C++, C#, Python
Engines: Unity, Unreal Engine
Source Control: SVN, Perforce, Github
OSs: Windows (XP, 8, 10), Linux (Ubuntu, Fedora)
Methodologies: Agile (SCRUM, KanBan, XP)

Education

2018 – 2020
Bachelor's Degree of Games and Virtual Worlds (Programming)
The Bachelor of Games and Virtual Worlds (Programming) is a three-year Degree delivered in partnership with Canberra Institute of Technology (CIT). The degree is designed to produce graduates for the simulation, virtual worlds and games industries and provide professional game programmers with the skills and knowledge of a computer science degree contextualised by gaming applications, plus core skills in programming and design

- High Distinction – Data Structures, Maths Library, Physics Engine, Graphics Engine, Systems, General Web, Project Management Plan

Experience

Visitor Services Officer (National Film and Sound Archive)	September 2019 – March 2020 (Current)	In this job I am required to interact with and supervise the visitors of the Game Masters exhibition. I engage customers in conversation, discussing the history of games and the impact on Australian culture.
Programming Support/Tutor (Gungahlin College)	February 2018 – November 2019	I was required to give practical advice tips pertaining to IT and programming to Gungahlin College students during their Year 11 and 12 IT classes. I assisted students in not only finding answers, but also how to gain those answers upon their own behest.
Team Leader (McDonalds)	September 2014 – April 2018	For this position I was required to excel in a number of tasks including customer service, product preparation and quality assurance. I was also responsible for managing and training the crew people of the kitchen.