

# James Koehne

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## **Game Development Portfolio**

Please head to my personal website [jameskoehne.com.au](https://jameskoehne.com.au) and browse the projects where you will be presented with my current experience in game development.

## **Core Programming Competencies**

- Fluent in C#, C++ and C programming
- Web technologies: PHP, Html/CSS, SQL, JS and jQuery
- Extensive experience in Unity and Unreal game engines
- Highly confident writing clear, robust and maintainable code within a team environment
- Developing, evaluating and programming Artificial Intelligence
- Confident in Source Control (Git and Perforce)
- Advanced knowledge in Sourcetree, Microsoft Visual Studio and online team management tools such as Trello and HacknPlan

## **Core Skills and Attributes**

- Determination and drive to produce the highest quality games and software
- Precise attention to detail and deadline management
- Keen drive to problem solve and create accurate solutions
- Ability to teach and explain in a straight forward manner
- Confidence to provide creative input within a team environment, but also work autonomously when needed
- Strong written and oral communication
- Ability to listen and learn from feedback

## **Education**

### **Academy of Interactive Entertainment**

*Advanced Diploma of Professional Game Development specializing in Game Programming  
(2015-2016)*

- Awarded best game for the four-player couch co-op game jam

### **Melbourne Institute of Business Technology**

*Diploma of Computing (2013-2014)*

### **Emmaus College**

*Victorian Certificate of Education (2009)*

## Professional Experience

### **Game Developer/Producer: Pixel Engineers**

**(Dec 2016 – Current)**

- Exhibited our game Hunt 'n Sneak at PAX 2017 ([Link](#))
- Awarded PAX Rising grant from Creative Victoria - October 2017

#### **Key Responsibilities:**

- Designing and developing C# code
- Utilizing Unity 2017 to develop our game
- Handle responsibility for the studio
- Collaboratively working together with team members
- Maintaining schedules and making sure the team is working towards milestones
- Setting up QA testing sessions
- Marketing and promotional material design

### **Freelance Web Developer: World of I.T/TechHeads**

**(Oct 2014 – Nov 2016)**

#### **Key Responsibilities:**

- Programming either from scratch or by adapting existing website software and graphics packages to meet business requirements (PHP, SQL, jQuery, AngularJS)
- Design website layout/user interface by using HTML/CSS practices
- Integrate data from various back-end services and databases
- Maintain accurate records of software documentation
- Liaise with clients and constantly update them on the progress and project requirements
- Test the website and identify any problems
- Keep up-to-date with recent technological and software developments

### **Sales Assistant: Cleo's Delicatessen**

**(Sept 2012 – Current)**

#### **Key Responsibilities:**

- Assist in the preparation and production of store goods to company specified guidelines and time frames
- Ensure customers are served in a friendly and efficient manner
- Work cooperatively in a team environment
- Abide by company policies and procedures in relation to Occupational Health and Safety (OH&S) and Food Safety Act to ensure a safe working environment for customers and staff
- Be responsible for processing cash and card payments
- Report discrepancies and problems to the supervisor
- Train and support new employees
- Oversee and resolve customer complaints

### **Warehouse Store Person: Information Management Group**

**(Feb 2012 – Sept 2012)**

## References

<b>Mr. Murray Lorden</b>	Teacher of Game Design and Production Coordinator at Academy of Interactive Entertainment	<a href="mailto:murrayl@aie.com.au">murrayl@aie.com.au</a> +61 422 662 278
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