David Hestelow

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A keen passion for game programming, through the creation and implementation of complex systems, especially around the fields of AI and procedural generation. Always ready to learn and further develop my craft

Education

Bachelor of Science in Games Development, sub-major in data analytics
University of Technology Sydney

March 2020 - November 2022

NSW Higher School Certificate
Arden Anglican School

2019

Work Experience

Juniour Programmer
Salty Games
January 2023 - Present

❖ Implementing a variety of systems and features for a currently in development game

Game Development | Programming | Due Diligence | Communication | Reliability

Notetaker
University of Technology Sydney
February 2022 - November 2022

❖ Took notes for other students in various IT related subjects as part of the Universities accessibility service
❖ Heavily time constrained as only 24 hours since the end of classes to refine and deliver notes to the assigned students
❖ Thorough communication was required to ensure the notes met the specifications and requirements set by the specific needs of each student

Active Listening | Self-management | Due Diligence | Communication | Reliability

Games and Unity Engine Consultant
Studio Gilay
June 2022 (over two days)

❖ Initial Research and Discussion with the company on the use of the Unity Engine for their educational web- based game

Research | Game Development | Communication | Reliability | Unity

Key Projects

Antipede

March 2022 - July 2022

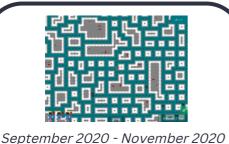**Selected for and show at UTS during the 2022 Autumn Tech Festival**

❖ Made in Unity with C#
❖ Combined finite state machine and behaviour tree model for the 5 types of AI
❖ Full saving and loading of the game to a JSON file
❖ Performance profiling and optimization
❖ Project used the agile methodologies of sprints and user stories
❖ All ant models and animations custom made

More Details

Oppenheim

August 2022 - November 2022

❖ Made in Unity with C#
❖ Physics Based Car Character
❖ Implemented automated code style analysers
❖ Developed a per stage section checkpoint system
❖ Cross discipline collaboration with music and sound students
❖ Developed support for multiple input devices for this split screen game

More Details

Large Scale Procedural Pacman

September 2020 - November 2020

Selected for and show at the 2020 spring games showcase

1 of 4 students selected out of 200

❖ Made in Unity with C#
❖ 4 unique types of AI, using A* pathfinding to ensure appropriate directions of movement
❖ Random mazes based on a player defined size, using recursive backtracking
❖ Saving and loading of players scores

More Details

Skills

Soft Skills
- *Time Efficient*
- *Fast Learner*
- *Team Player*
- *Reliable*

Programming
- *C#*
- *C++*
- *Python*

Project Management
- *Agile Development*
- *User Stories*
- *Jira*
- *Trello*

Tools
- *Unity*
- *Unreal*
- *Github source control*
- 3D modelling with blender
- Unity Analytics

---References Available Upon Request---