

James Creaton

I've always been one to challenge and push myself and my abilities. I have a passion for games and technology, and I have always been ambitious about learning new ways to design, create and build using technology. Through my love for games, I was introduced into the programming and game design industry; which has helped me to develop and expand my skills both in the professional field and my personal life. Whilst learning programming, my dexterity in the areas of communication, time management and working in a team effectively have been strengthened allowing me to thrive in my desired industry.

EDUCATION

2016 - Current

Advanced Diploma of Professional Game Development
Academy of Interactive Entertainment Melbourne.

Skills learnt

- Artificial Intelligence including Genetic Algorithms, Neural Networks and Behaviour Trees. Pathfinding using Dijkstra's and A*
- Unity3D and UDK
- Collision detection and Physics including rotational force, joints and springs, rigid body dynamics, motors and impulse, fluid dynamics and soft bodies
- Matrices, Vectors, Linear Algebra, Quaternions
- Maintaining code using Source Control(Perforce, SourceTree, Git)
- Creating Unit Tests for code
- Using C++ and C# Frameworks with OpenGL (AIE Framework, Otter2D)
- Soft skills such as problem resolution with teammates, working in small and large teams effectively, time management within a team, communicating with team members on current tasks and my progress with my assigned tasks.

2013- Completed by 2014

Advanced Diploma of Computer Systems Engineering
Chisholm Institute of Technology

EXPERIENCE

May 2011 - December 2012

Nos Computers, Hampton Park, Victoria
Computer Engineer

Fault finding and repairs of customer computers. Building desktop computers specific to customer requirements and budget. Assessing customer requirements and finding adequate technology for their needs. General customer service and meeting sales targets.

March 2012 - June 2012

MMOGames.com, Website
Freelance Writer

Writing articles, reviews and conducting interviews with developers and industry leaders.

Melbourne, Victoria

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SKILLS

C++

C#

OpenGL 3.1+

Artificial Intelligence

Scripting (Lua, Python)

Mathematics for computer science

HTML

CSS

Javascript

Ability to administrate small to medium networks

Network devices configuration

VLAN networks

Software Maintenance

Hardware Maintenance

REFERENCES

- [Matthew Dodd](#), AIE Programming Teacher

Email: matthewd@aie.edu.au

- [Ian Ulpiano](#), AIE Programming Teacher

Contact: 0423 916 670

Email: ian.ulpiano@gmail.com

- [Ben Looby](#), Manager at Nos Computers.

Contact: 0423 327 342

