

Nathan Jennings

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Website / Portfolio: <https://nathanwrj.wixsite.com/portfolio>

SUMMARY

Skilled programmer with close to 3 years hands on end to end experience developing Virtual Reality based applications, utilizing C++ & Blueprints in the Unreal 4 Engine for a startup company within the building industry. As well as my professional experience, I'm constantly developing my skills in my own time and learning new ones to help me further my career as a programmer.

EXPERIENCE

ActivVR - Programmer

2016 – 2019

- Sole Programmer responsible for all non-art aspects of our applications.
- Game player / user experience implementation.
- User Interface implementations.
- Networking / Multiplayer implementation.
- Implementing life like interactions with objects. E.g. taps, door swing, door handles, soft close cabinet doors, soft close drawers.
- Optimization of code and graphics to support high quality graphics while maintaining VR's 90 fps requirement.
- User data tracking and analysis of their interaction with the software.
- Post release updates and bug fixes.
- Application design and documentation.
- Creating solutions to speed up workflow.
- Tool creation for the Unreal Engine.
- Simple data entry – collection of the entire Dulux and Colorbond range including RGB values.

Bunnings – Team Member

2013 – 2014

- Customer service
 - Stocking Shelves.
 - Maintaining a clean customers environment.
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SKILLS

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|------------------------|--------------------------------|
| • Software Development | • C++ Programming |
| • Game Development | • Python |
| • Unreal 4 Engine | • Unreal 4 Blueprint System |
| • Virtual Reality | • HTML |
| • Gameplay Programming | • CSS |
| • Self-Learning | • Creativity & Problem Solving |
| • Customer Service | • Teamwork |
| • JavaScript | |
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EDUCATION

SAE Qantm

2013 - 2016

Bachelor of Game Development - Major in Games Programming

South West TAFE

2010 - 2011

Certificate I II & III in Multimedia