

Craig Duthie

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portfolio: <https://craiggamedev.com/>

Summary

An experienced programmer with a passion for game development, and an avid gamer. Skilled in Unreal Engine 4/5, Cryengine, and C++. Specifically working in Unreal on Gameplay, and UI, using both C++ and Blueprints, and in C++ and Schematyc in Cryengine. Dedicated to continuing to increase and widen my skills, and to make awesome games.

Skills

Programming: **C#, C++, Blueprints**, ASP.Net

Tools: **Unity, Unreal**, Cryengine, VSCode, Visual Studio

Other: **Agile, Scrum**

Work Experience

Firesprite / Mar 2022 - Mar 2024

Senior Programmer (Jun 2023 - Mar 2024)

Intermediate Programmer (Mar 2022 - Jun 2023)

- Responsible for researching and implementing cutting-edge UI technology in Unreal Engine using Common UI.
- Working on gameplay and UI systems like inventory, points of interest, menus, and settings.

Crytek / Mar-2021 - Feb 2022

UI Programmer

- Implementing buff icons for the Native American live event and future live events
- Implementing new UI features and improving/refactoring already existing UI code
- Implementing the Loadouts feature allowing players to quickly switch hunters weapons and accessories

A44 Games / Jan-2019 - Jun-2020

Intermediate Developer

- Enhanced and ported a **Quest System** including an editor for narrative designers, and actors and components allowing quests to be integrated into gameplay in Unreal
- Created a **conversation editor** plugin in Unreal for use with choice-based conversations with NPCs
- Implementing a gameplay notify system
- Implementing a damage system from design documentation

Junior Developer

- Created **UI** from Designs/Pre-Vis, creating C++ base classes and following an event-based system for performant code

Independent Game Developer / 2017 - Present

- Solo programmer on a [Grimder](#), a game made during Ludum Dare, using Unity, that received 132,000 views and 75,000 downloads on itch

- Created a clicker game called [Soul Eater](#) with another programmer in Unity, **integrating Google leaderboards and achievements** that follows the design of cookie clicker, allowing players to buy auto-clickers and upgrades to collect as many souls as possible

Education

Bachelor of Software Engineering (Game Programming) (2010 - 2012)

Bachelor of Information Technology (2016 - 2018)

Media Design School

Southern Institute of Technology