
Kyle Gian

C# Unity Developer

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EDUCATION

Academy of Interactive Entertainment , Sydney

Advanced Diploma of Game Development

FEBRUARY 2021 - CURRENT (GRADUATION NOVEMBER 2021)

- C# and C++
- Physics For Games
- Computer Graphics
- Complex Game Systems
- Unity Game Engine
- Game Production

Academy of Interactive Entertainment, Sydney

Diploma of Game Development

FEBRUARY 2020 - November 2020

- C# and C++
- Maths for Game Development
- Code Design and Data Structures
- Artificial Intelligence for Games
- Game Development & Production

WORK EXPERIENCE

Woolworths, Wyong - *Forklift Operator & Picker Packer*

OCTOBER 2018 - CURRENT

- Communicating with other Team members while Operating heavy machinery to ensure safety
- Accurately packing orders while ensuring stock and order count is correct

Tradelink Plumbing Supplies - *Branch Assistant*

MARCH 2013 - OCTOBER 2018

- Communicating and Negotiating with clients on a daily basis
- Quality assurance of stock before handing to a client
- Data entering during stock counts and stock tracing

Projects

Demon King, Dead Bear Games

Online multiplayer, 3rd person shooter

June 2021 - CURRENT

- Collaborated in a team of 7 people
- Built the Evolution/Experience system
- Built in the Unity 3D engine with C#
- Photon PUN2 used as the networking solution

Node Based Behaviour Tree, Small Project

Unity Tool

April 2020 - CURRENT

- Built for the Unity Game Engine using C#
- Visual tool for designers to create an AI Behaviour Tree
- Uses the Unity editor window to display the Node Tree
- Inheritance used to build the system
- Template classes/scripts to help easily create new behaviours

REFERENCES

References available upon request.

