



DUNCAN BUNTING

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[Website](#)

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I have recently finished my final year at Abertay University studying Computer Games Technology. I am eager to get started with my career in the games industry. I specialise in programming but also have experience making design decisions and leading a team.

SKILLS

Languages:

C#, C++, HLSL, Python, Flash, HTML/CSS/Java, MATLAB

Software / Tools:

Visual Studio, Git/Github, Unity, Unreal Engine 4, Autodesk Maya, PureData

Libraries / APIs:

C++ Standard Library, DirectX 11, OpenGL, Box2D, SFML, Windows API

Misc:

3D Rigging & Skinning, Maya BiFrost, Photoshop, Sony Vegas

EDUCATION

University of Abertay Dundee

September 2013 - May 2017

Course:

Computer Games Technology

Award:

2-1, BSc(Hons)

Highlight Grades:

Prototype Game Development (A+), Scripting & Dynamics (A),
Applied Game Technology (B+), Honours Project Scoping & Proposal (B+)

PROJECTS

Downloadable reports, project files and more information are available on my website.

Honours: Little Planets

Unity, C#, Windows

Honours / Solo Project

[Project Website](#)

Jan 2017 - May 2017

- Research and implementation of "Human-Like" AI in a real-time strategy environment.
- Developed as an honours project with plans to continue development.

Cardiackid, Edu-Jack

Unity, C#, Windows/Mac/iOS/Android

Programmer

[Project Website](#)

Sept 2016 - Present

- Series of educational mini-games to encourage scientific curiosity in children, to be shown in science centres.

HER NAME WAS KATIE, Cybernaut Games

Unreal Engine 4, UE Blueprints, Windows/Mac

Programmer

[Project Website](#)

October 2016

- 3D Story-based game made during an annual week long "Mega Game Jam" hosted by Epic Games.
- Second ever experience with Unreal Engine 4, ranked in the top 10 out of 190 games submitted.

ON\$LAUGHT, 8Click Studios / NCR Corporation

Unity, C#, Windows/Mac

Lead Programmer, Game Designer

[Project Website](#)

Sept 2015 - May 2016

- Working closely with NCR we developed a RTS game designed to teach NCR employees about the importance of cybersecurity and how NCR products help protect against cyber-attacks.
- As a team of 7, along with one programmer I took position of Lead Programmer, being responsible for the core framework of the game as well as the management of the source-control.

RPS-Vita, Applied Games Technology Coursework

C++ ([GEF](#)), Sony PS-Vita

Sept 2016 - Dec 2016

- Augmented Reality game for PS-Vita inspired by "Rock, Paper, Scissors".

Dynamic Weather & Water in Games & Film,

Python, Maya (w/ BiFrost)

Scripting & Dynamics Coursework

Jan 2016 - May 2016

REFERENCES AVAILABLE ON REQUEST