

Scott Johnson

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Executive Summary:

Recent graduate with programming experience aims to break into the games industry

Education:

Belmont High School (2001 – 2006), ENTER of 82.85

Bachelor of Applied Computing (Games Technologies)

University of Ballarat, Mt Helen

(2007 – 2009)

GPA: 6.5 (7 max)

Studied Subjects Include:

- C Data Structures & Algorithms
- Computer Graphics & Animation Programming
- Computer Game Engines
- C++ Programming
- Software Engineering
- Discrete Mathematics and Linear Algebra

Relevant Skills:

Good language skills and communication ability

Strong familiarity with C++ concepts including templates

Confident in OO and in using the STL and Boost

Familiar with other languages such as C#, C, ActionScript

Very passionate about games and their development

Memberships:

Golden Key International Honour Society (2008 – Present)

- Membership is by invitation-only to top 15% of students

Australian Computer Society (2009 – Present)

Relevant Experience:

Lead Programmer on NinjaRaptor game

Game was developed for Steve Fawcner of Infinite Interactive University of Ballarat (2009)

- Designed and implemented most of the code over the year
- Delegated coding tasks to team members as Lead Programmer
- Met with the client and implemented his requests
- Coded in C++ using OGRE engine & Boost libraries
- Met and communicated regularly with the team to track progress and make design decisions
- Created in-game level editor for the team and players to use

Lead Programmer on Educational Immunology Game

University of Ballarat (2011 – Present)

- Helping translate educational & scientific requirements into design concepts and code
- Refining functional requirements due to client's input
- Designing the game in collaboration with the client and other stakeholders
- Working alongside an artist with mutual communication of tasks
- Developing in Flash CS4 with ActionScript 3

Research Assistant on BIKE AI Project

University of Ballarat (2009 - Present)

- Website is <http://bike.ballarat.edu.au>
- Worked, with another programmer and under a supervisor, over 18+ months
- Collaboratively designed and implemented in C++ an AI Toolkit for use by researchers
- Became acquainted with the domain of expert systems while devising a solution
- Toolkit has been released; I am now maintaining it
- Co-authored a paper on the toolkit:
<http://www.springerlink.com/content/w706687142547878/>
Dazeley, R., Warner, P., Johnson, S. and Vamplew, P., (2011), The Ballarat Incremental Knowledge Engine, In the 11th International Workshop on Knowledge Management and Acquisition for Smart Systems and Services (PKAW 2010), eds Kang, B, and Richards, D., Lecture Notes in Computer Science 6232, Springer Berlin / Heidelberg pp 195-207.

Programmer and Designer on iPhone Application for FitnessWorks (2011 – Present)

- Client is <http://www.fitnessworks.com.au>
- Developing a native iOS application for use by athletes, and with goal of tailoring app for multiple organisations
- Broadened my knowledgebase and familiarized myself with Objective-C, the iOS SDK and the iPhone platform
- Liaised with the client to create a requirements specification and identify the project's scope

Hobbyist programming and Game Development (2005 – Present)

- Improved C++ and general programming skills
- Used libraries such as Boost, SDL and OGRE

Samples:

NinjaRaptor installer, source and documentation can be found at http://www.scottjohnson.id.au/sample_work.html

BIKE binaries, source and documentation can be found at <http://bike.ballarat.edu.au>

References:

Richard Dazeley

- Research Project Leader and Lecturer, University of Ballarat
- Phone: 03 5327 9769
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Grant Meredith

- Project Supervisor, University of Ballarat
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Scott Nankervis

- Client, Immunology Game, University of Ballarat
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