



Callum Scholes

Game Developer

callum.scholes74@gmail.com
0423-166-710
www.callumscholes.com

Skills

Coding Languages

C++
C#

Tools and Engines

Unreal Engine
Unity
SVN / GIT
OpenGL and VULKAN

Career Summary

Software Engineer

True Axis - True Skate
C++, Unreal Engine,
OpenGL

NOV 2021 TO PRESENT

- Ported mobile C++ code to Unreal Engine.
- Made a variety of modular menu systems (Tutorial missions / Skate park select / Skater customisation).
- Added cloth physics and dynamic screen render materials.
- Helped develop a networking system with cross-play compatibility.

Software Engineer

True Axis - True Surf
C++, VULKAN

NOV 2021 TO PRESENT

- Used C++ mobile code to port to VR
- Made a variety of graphical improvements through a chalkboard effect and fbo's for in-game screens.
- Helped convert the code from OpenGL to VULKAN.
- Overcame VR specific challenges regarding motion sickness and performance issues.

Lead Developer

Polabi's Adventure
C++ Unreal Engine

JAN 2021 TO MARCH 2021

- Developed an in-depth spell system.
- Added cloth physics, dynamic bone chain, and cutscenes.
- Worked on a variety of different post-processing shaders and material shaders.
- Implemented an AI buddy system that allowed you to order the AI buddy to be aggressive or defensive.

Lead Developer

Summoner's Dream
C# Terraria Mod

JAN 2020

- Worked on a large codebase.
- Added three new minion summons and one sentry summon.
- Implemented a completely new AI system for Terraria.
- This mod has over 10000 downloads.

References available upon request