

Christopher Bowles

Games Programmer

I am passionate about making games and problem solving. I have always been drawn towards and fascinated by strategy and simulation games and how the AI functions. I thrive when working on challenging problems and take pride in finding effective solutions.

Education

Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment, Melbourne, VIC

Feb 2018 - Dec 2019

Comprehensive C++ and general programming training. Interdisciplinary group projects where full games were developed with Unity in C#.

Projects

fsh zone

Capstone Project continued post AIE
C#, javascript, SQLite | Unity, Node.js, Socket.IO
2019 - 2020

A small online multiplayer hangout browser game ([fsh.zone](#)). Features a dedicated server written in JavaScript which interacts with a client made with Unity. My major contributions to the project have been the creation of an analytics solution using SQLite, implementing the quest and inventory systems as well as our asset streaming system. All of these have been integrated into an existing codebase.

Moped Mayhem

Team Project at AIE
C# | Unity
2018

Moped mayhem is a game about delivering food while avoiding the mafia. I was the Lead programmer for the project. It taught me how to work with designers and artists and about the processes they use.

Contact Details

Email: contact@crisbwls.dev

Portfolio: crisbwls.dev

Twitter: [@av1ant](https://twitter.com/av1ant)

Github: [Cris-Bwls](https://github.com/Cris-Bwls)

Skills

Problem Solving

Teamwork &

Communication

Self-Motivation

Languages

C++

C# (.NET / Unity)

JavaScript

SQLite

Software

Visual Studio

Unity

Version Control

Git

Subversion

References

Available upon request

Other Education

Certificate II Aeroskills

ATSV (Federation Training), Essendon, VIC

March 2016 – July 2016

Bachelor of Business (Marketing) and Bachelor of Business (Management) (Double Degree)

Monash University, Caulfield, VIC

March 2012 – Dec 2014 (Withdrew)

International Baccalaureate (IB)

The Kilmore International School, Kilmore, VIC

Jan 2006 – Dec 2011

Interests / Hobbies

Video Games

I enjoy games of almost all genres, however I am constantly drawn back to my love of strategy and simulation games. The Europa Universalis, Crusader Kings and Age of Empires games series are some of my favourites as well as Cities Skylines and more recently Microsoft Flight Sim. I love having the opportunity to create mods, to alter the experience of the game.