

Cameron Chester

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Personal Details

A recent graduate from Solent University who is an experienced gameplay programmer. Specialises in Unity with 7 years of experience, and confident in Unreal Engine (C++). Has released multiple games, both independently and as part of a larger University development team. Has experience as a games programming team lead supporting an overall development team of 40+ people. Part of the Orbx development team for Microsoft Flight Simulator 2020. Has worked on a myriad of projects focusing on gameplay and UI programming. Highly motivated individual and works well as part of a team. Looking for my first full time game development role. More than willing to relocate.

Skills

- Confident with Unity C#, UE4 C++, and have some experience with SDL C++.
- Able to adapt to new languages, engines, and APIs quickly.
- Experienced with GitHub (Managed a repository of 47 developers and another of 42 developers).
- Adept at using/managing Kanban boards, WBS, GANTT charts, UML diagrams, etc.
- Experienced with agile methodologies such as scrum and kanban.
- Good interpersonal and communication skills including leadership of small teams.
- Clean driving licence.

Career History

Full Time

Orbx Systems - Airport Developer: February 2020 – June 2020

Part of the Orbx development team for Microsoft Flight Simulator 2020. The Orbx team had the responsibility of providing accurate airport models into the simulation. My specific role was mapping the various airport features such as the runways, towers, surfaces, lines, etc for hundreds of different airports across the world such that they could be imported into the simulator. This enabled the Orbx team to deliver a critical milestone on time in late June. This data that I provided is now being used for the new and updated Microsoft Flight Simulator 2023.

Part time whilst studying

Poundland - General Assistant: November 2015 – February 2016

Ageas Bowl - Food and Beverage Assistant: May 2017 – May 2018

Showcase Cinema - Box Office: August 2021 – March 2022

Slug and Lettuce - Front of House: August 2022 – November 2022

Achievements

- Independently developing and releasing “Neon Nexus”, a first-person, movement shooter onto Steam which has 37 sales.
- Name in the credits of Microsoft Flight Simulator 2020.
- Team leads for the programming team as part of the studio project which was rated as the top team out of the 8 development teams. Also, the highest rated individual in the 47 strong development team.

Education

Establishment	Dates	Achievement	Notes
Solent University	2020-2023	Computer Games Technology: 2:1	Final year modules including: <ul style="list-style-type: none">• Experiential Design• Software Engineering for Games: Professional Practice• Studio Practice• Professional Development• Game Technology Project (Dissertation and solo creation of complete game)
Eastleigh College	2016-2018	Creative Media (Games): MMP	
Barton Peveril	2015-2016	Cambridge Technical Certificate in Media - Merit	
Wyvern Technology College	2010-2015	13 GCSE's	

Hobbies

I occasionally play video games such as Baldurs Gate 3 and Slay the Spire. I also enjoy going out with my friends, playing D&D, listening to music, researching geography and history, game development, and walking. In terms of game development, I've worked on many games just for fun and always want to make something challenging.