Robin Findlay-Marks

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Summary
I am a hardworking programmer who finished my double degree in
Games and Interactivity and Computer Science not long ago.
I recently worked with teams to make two games, which we
presented at PAX Aus 2024.

Skills

Languages	Technologies	Tools	Other
C#	Unity Engine	Trello, Teamhood	Teamwork
C++	Unity VFX Graph	Visual Studio	Communication
Java	Unity Shader Graphs	GitHub	Problem-Solving
Python	Unreal Engine 5		Organisation
HTML, CSS	Unreal Engine Blueprints		

Work Experience

May 2018 - February 2020 (Part-Time)	**Game Cave Supervisor** *Highett Neighbourhood Community House* • Facilitating collaborative gameplay for 12-18 year olds • Fixing technical issues and setting up computer and VR equipment • Dispute resolution between participants	
June 2018	**Secondary School Work Experience** *Pub Games* • Unreal Engine training • QA testing	

Game Projects

May 2025 - Present (Part-Time)	**Programmer** - Team of 4 Bounce *(Game Jam & Personal project)* • Programmed UI systems and menus • Created enemy targets and spawning system • Implemented upgrade equipping/unequipping system • Bug identification and patching of core systems	Unreal Engine 5 C++ Blueprints [Itch.io Page](#)
March 2024 - Present (Part-Time)	**Lead Programmer** - Team of 10 Catnappers *(University Capstone Project, presented at PAX Australia 2024 & TGX 2025)* • Organised, delegated and managed tasks for other programmers • Designed and implemented various gameplay systems and features • Worked with other programmers to help them design and implement various systems and features • Programmed UI systems and menus • Championed, taught and enforced programming best practices • Implemented 2D animations • Implemented online multiplayer systems • QA Testing and bug fixing	Unity Engine C# [Itch.io Page](#)

August 2024 - April 2025 (Part-Time)	**Programmer** - Team of 11 A Shot in the Dark *(University Capstone Project, presented at PAX Australia 2024)* ● Programmed UI systems and menus ● Designed and created a scoring and leaderboard system ● Implemented a dynamic layered music system ● Developed a settings system ● Created voice and subtitle systems ● Bug identification and patching of core systems	Unreal Engine 5 Blueprints Itch.io Page
March 2024 - July 2024 (Part-Time)	**Programmer and VFX artist** - Team of 12 Bound by a Dying Star *(University Project)* ● Created major gameplay puzzle systems ● Created and designed VFX and particle systems	Unity Engine C#
February 2024	**Programmer** - Team of 4 The Grave Shift *(Game Jam)* ● Creation of gameplay systems ● Creation of menu UI systems	Unity Engine C# Itch.io Page
November 2023 - January 2024	**Programmer and Designer** - Team of 2 ChromaZones *(Game Jam & Personal project)* ● Designed and implemented gameplay systems and features ● Created and designed gameplay levels ● Organised playtests and made changes based on player feedback	Unity Engine C# Itch.io Page
August 2023 - November 2023 (Part-Time)	**Programmer** - Team of 6 By Your Side *(University Project)* ● Created enemies and enemy AI ● Organised playtests and made changes based on player feedback	Unity Engine C# Itch.io Page
May 2023 - June 2023 (Part-Time)	**Programmer and Level Designer** - Team of 14 Installation Wizard *(University Project)* ● Created player abilities and enemies ● Created gameplay levels	Unity Engine C# Itch.io Page
May 2022 (Part-Time)	**Programmer** - Team of 4 Spacify *(University Project)* ● Created all gameplay features and systems	Unity Engine C#

Education

2021-2024	**Bachelor of Games and Interactivity/ Bachelor of Computer Science (Games Development Major)** *Swinburne University* GPA: 2.355

Referees

Available upon request.