

# Robin Findlay-Marks

[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

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## Summary

I am a hardworking programmer who finished my degree in Computer Science not long ago. I recently worked with teams to make two software projects for my final year at uni.

## Skills

### Languages

C#  
C++  
Java  
Python  
HTML, CSS

### Tools

Trello  
Teamhood  
Visual Studio  
GitHub

### Other

Teamwork  
Communication  
Problem-Solving  
Organisation

## Work Experience

May 2018 -  
Feb 2020  
(Part-Time)

### Game Cave Supervisor

*Highett Neighbourhood Community House*

- Facilitating collaborative gameplay for 12-18 year olds
- Fixing technical issues as well as setting up computer and VR equipment
- Dispute resolution between participants

June 2018

### Secondary School Work Experience

*Pub Games*

- Unreal engine training
- QA testing

## Software Projects

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
- 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
- QA Testing and bug fixing
- Implemented online multiplayer systems

Unity Engine  
C#

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  
C++

Nov 2023 -  
Jan 2024

### Programmer - Team of 2

*ChromaZones (Personal Project)*

- Designed and implemented gameplay systems and features
- Organised usability tests and made changes based on player feedback

Unity Engine  
C#

August 2023 - Nov 2023 (Part-Time)	<b>Programmer</b> - Team of 6 By Your Side ( <i>University Project</i> ) <ul style="list-style-type: none"> <li>Programmed enemies and enemy AI</li> <li>Organised usability tests and made changes based on player feedback</li> </ul>	Unity Engine C#
May 2023 - June 2023 (Part-Time)	<b>Programmer</b> - Team of 14 Installation Wizard ( <i>University Project</i> ) <ul style="list-style-type: none"> <li>Programmed player abilities and enemies</li> </ul>	Unity Engine C#
May 2022 (Part-Time)	<b>Programmer</b> - Team of 4 Spacify ( <i>University Project</i> ) <ul style="list-style-type: none"> <li>Programmed all gameplay features and systems</li> </ul>	Unity Engine C#
March 2022 - June 2022 (Part-Time)	<b>Web Developer</b> - Team of 4 ‘GotoGardens’ Inventory Management Website ( <i>University Project</i> ) <ul style="list-style-type: none"> <li>Created web pages to update and display data from an online Firebase database</li> </ul>	XAMPP Firebase HTML, CSS, PHP, JavaScript
March 2021 - June 2021 (Part-Time)	<b>Web Developer</b> ‘Silk Road Take Away’ Ordering Website ( <i>University Project</i> ) <ul style="list-style-type: none"> <li>Used HTLM and CSS to create a restaurant website</li> <li>Used JavaScript to validate user-entered data and transfer this data between pages</li> <li>Used PHP to validate user-entered data as well as connecting and communicating with MySQL server</li> </ul>	XAMPP HTML, CSS, PHP, JavaScript

## Education

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2021-2024	<b>Bachelor of Games and Interactivity/ Bachelor of Computer Science</b> Swinburne University of Technology GPA: 2.355
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## Referees

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Available upon request.