

NICHOLAS GUBBINS

ABOUT ME

I am looking to begin a career in software development and digital media that will allow me to improve my skills in programming and project management. Available January 2019. Seeking a full time position.

CONTACT

Mobile: +61 431 577 890

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Portfolio: nick-gubbins.neocities.org

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

EDUCATION

SAE Brisbane

B.A. Games Development m.

Programming

2019

REFERENCES

Sophie Reid-Singer

QCA PhD Candidate

04 12 459 171

Greg Quincey

Associate Lecturer, SAE Brisbane

g.quincey@sae.edu

HOBBIES

Instruments: Alto Saxophone,
Classical Guitar, Piano

Other: Woodwork (Furniture),
Literature and Etymology

Boarding: Skate, Snow, Surf

TECHNICAL SKILLS

- Algebra and 3D Mathematics
- UI / UX Design
- **Languages:** C++ , C#, JavaScript, GLSL, HLSL, HTML 5, CSS
- **Engines:** Unity 3D, Defold
- **Other Tools:** Visual Studio, SourceTree
- **Version Control:** Git [GitLab, GitHub, BitBucket]
- **Developed For:** PC, Mac, Android (Mobile), Oculus Go (Mobile VR)
- **Other Skills:** Debug and Testing, Technical Documentation

SOFT SKILLS

- Teamwork
- Communication
- Adaptability & Decision Making
- Public Speaking
- Creative Thinking

Git Accounts

GitLab: gitlab.com/nGubbins

GitHub: github.com/nGubbins

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