CONTACT ME

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📍 Sydney, Australia

SKILLS & SOFTWARE

- Unreal Engine 4
- Unreal Engine 5
- Unity
- C++
- C#
- Visual Studio
- Rider
- Unity VCS
- Git
- Strong version control knowledge
- Gameplay Programming
- Game engine development
- Code optimisation
- Ability to refactor systems without adding breaking changes or if required, public API changes will be compatible or easy to upgrade. Ideally the users never notice the change
- Game mechanics design
- Proficient in Debugging the CPU or GPU with vs, raddbg, remedybg, and RenderDoc
- Strong ability to write highly extensible and maintainable systems

David
Cauchi
Game Developer

WORK EXPERIENCE

Gameplay Programmer - Phantom Fury Unreal Engine 4   2021- 2024
Slipgate Ironworks

- Implemented weapons and abilities the player can use in combat
- Developed a system for the player to upgrade their weapons and abilities
- Created a variety of interactive actors the player can interact with, such as the Terminal and Keypad
- Collaborated with the design team to create level-specific gameplay elements
- Supported the team with bug fixing and optimisations

Gamplay Programmer - Unreleased Project Unity   2021 - 2022
Slipgate Ironworks

- Developed gameplay framework in Unity that allowed for full control of the game loop from application entry to exit
- Assisted in pushing the game towards a major milestone for the vertical slice
- Created tools to help debug the game and aid designers

Founder/Director   2022 - Present
Nocturnum Games

- Developing a 3rd person story driven game in a custom engine
- Implementing game mechanics and systems to create a unique and engaging experience
- Writing and maintaining the game design documentation in a unique and engaging format
- Management of a small team of contractors during pre-production phase of development
- Developing a small casual sim game that takes place on a mini planet made with Raylib and Odin

Lead Programmer Unity   2018 - 2022
Installation 01

- Implemented low-level systems and tools to support the game's development, such as the networking layer in Unity
- Implemented weapon systems, player movement, and other gameplay mechanics
- Wrote and maintained tools to assist in the development of the game