CAMERON ROONEY

Christchurch, New Zealand | +64 220 278 185 | cameron.g.rooney@gmail.com
Game Dev Portfolio: https://theusualcam.wixsite.com/cameron-rooney
Source Code Samples: https://github.com/TheUsualCam

SUMMARY

Game Developer/Programmer looking for a new opportunity to apply my growing knowledge and skillset as part of a team. Passionate about games as both a player and developer, and excited to find my next adventure in the game industry.

TOP SKILLS

- 1+ years' work experience with the Unity game engine
- Less than 1 year work experience with Unreal Engine
- Proficiency in the C# programming language
- Some experience with network programming for multiplayer experiences
- Familiarity with C++, Java and Python
- Developing games for PC, Android, iOS and AR/VR platforms

EDUCATION

Diploma of Digital and Interactive Games – Holmesglen Institute of TAFE, Australia
February 2018 – November 2018

Bachelor of Product Design (Applied Immersive Game Design) – University of Canterbury, New Zealand
February 2021 – December 2023

EMPLOYMENT HISTORY

Unreal Game Developer (Freelance) – Independent Client, U.S.A (Remote)
Jan 2025 – Jun 2025
- Designing and developing a battle royale with mechanics and elements reminiscent of SOCOM II for the PlayStation 2
- Creating gameplay systems for weapons, health, player controls, multiplayer lobbies and matchmaking, and replicating necessary information across all clients from the server
- Importing assets to the project once the artists have completed them and setting them up in the game levels
- Providing weekly updates to the client and planning out the next tasks to be completed the following week

Unity Game Developer (Freelance) – Mecha Weka, New Zealand

Jan 2025 – Mar 2025 (3-Month Contract)

- Working with the team to fix bugs related to new and upcoming multiplayer features for their game, Battlecruisers
- Updating the codebase to optimize and reduce technical debt
- Testing and reporting new, fixed or emergent bugs using Trello
- Pushing updates to the project remotely via GitHub and BitBucket

VR Game Developer – Delta Strike International, New Zealand

Oct 2024 – Dec 2024 (3-Month Contract)

- Developing an unannounced mixed-reality game project in Unity
- Developing new features and mechanics using OpenXR and the XR interaction toolkit
- Programming gameplay systems and general game behaviours in C#
- Developing multiplayer functionality using Netcode for GameObjects and the Mirror networking solution
- Testing and bug fixing as each new feature is completed
- Writing and updating scoping documents in Confluence, as well as tracking tasks and bugs in Jira

Quality Assurance Analyst – Evans Taylor Digital, New Zealand

May – August 2024 (3-Month Contract)

- Testing an upcoming VR game for any bugs via exploratory methods as well as executing test plans
- Designing test plans for new features as they are added
- Generating bug reports
- Engaging with the game's community beta testers and reporting their feedback to the developers

Assistant Restaurant General Manager – KFC, Australia

2014 – 2018

- Hired as a Cook in 2014, then cross-trained for customer service and worked as a generalist Team Member for 2 years
- Trained up and promoted to Shift Supervisor in 2016
- Trained up and promoted to Assistant Restaurant General Manager in 2017

REFERENCES

Mitchell Lovett – Professional Reference

Development Department Leader | Delta Strike International Ltd.
Email: mitchelljlovett@gmail.com

Daryl Davidson – Professional Reference

Senior Software Engineer | Delta Strike International Ltd.
Phone: +64 211 150 668
Email: ddavidson.nz@gmail.com

Adrian Clark – Academic Reference

Head of School | School of Product Design, University of Canterbury
Email: adrian.clark@canterbury.ac.nz

Shannon Stuart – Professional Reference

Assistant Restaurant General Manager | KFC
Phone: +64 225 251 341
Email: siriusleeshan@gmail.com