Gatis Silnieks

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Game Development Programmer

Intro

I am a student studying Game Development Programming at Falmouth University which has given me much experience in using engines such as Unity and Unreal and their respective programming languages, be it C# or Blueprints and C++ I am able to quickly learn how to understand and utilize the programming languages that I am learning in engine to create mechanics and solve problems creatively whether it be a personal project or a team project as I greatly enjoy working in a team to create fun and exciting games.

Skills

- Unreal Engine (C++, Blueprints)
- Unity Engine (C#)
- Version control (Git)
- BCS Level 2 ECDL
- Visual Basic
- Teamwork and Communication
- AGILE practice
- Bilingual (Latvian/English)

Education

2018 – 2020   Exeter College - Game Development - D*D*D*

I studied Game Development for 2 years at Exeter College where I learned how to use different software to create games or programs in general both out of engine and in-engine such as Unity and Blender.

2020 – Present   Falmouth University – Game Development: Programming

I am currently studying Game Dev programming at university in engines like Unity and Unreal which has given me knowledge of C#, C++ and Unreal Blueprints.

Projects

Ghoulish Pipedream – Ghoulish Pipedream is a 2 Player split screen game where the players are a ghost and a ghost investigator respectively trying to work together to solve the mystery of the ghost's death. This game was created in Unity for the Global Game Jam 2022 using C# code.

Minesweeper 3D – I recreated a simple minesweeper game in Unity where the player can actually walk around the physical board of minesweeper and uncover the mines and try to beat the game.

Dromos – Dromos is a game created in Unity using C# where the player must go from door to door as a cultist slowly converting the town of dromos to your cult while chasing away priests and evading angry mobs slowly unlocking more of the town as it is played.