

KAYLA WALLACE

A creative and motivated software developer.

INFO



LOCATION

Dundee, Scotland



EMAIL

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GITHUB

github.com/kaylawallace



LINKEDIN

linkedin.com/in/kayla-a-wallace

EXPERIENCE

4+ Years as Software Developer
3 Shipped Game Titles

SOFTWARES

Proprietary C++ Engine
Unreal Engine 4/5
Microsoft Visual Studio
Github
Microsoft Team Foundation Server
ClickUp
Atlassian Jira
Atlassian Confluence
Azure DevOps
Gitkraken
Microsoft Office Suite
Microsoft PIX

LANGUAGES

C++
C#
Lua
XAML
Python
HTML/CSS/Javascript

EMPLOYMENT

4J STUDIOS, DUNDEE

- Software Engineer | March 2024 - Present

Projects: Reforj (open alpha) & Unreleased Title(s)

Role/Responsibilities:

- Implementation of game features and tools in proprietary Elements Engine (primarily C++), working on both engine and game level systems.
- Use of development kits for Xbox systems.
- Work closely with artists and designers to create and adapt tools that best fit their needs using ImGui, cereal, and JSON primarily.
- Take ownership of work with authority on the code structure and implementation.
- Work closely with QA to document, test, and fix bugs.
- Mentoring junior members of staff and running scrum meetings when required.
- Took part in mentoring two Abertay University teams during their third year professional project in which they worked on a game following a brief set by 4J Studios.
- Previous to Reforj, took an active role in early development of an unreleased title using Unreal Engine 5, C++. Worked on game implementation and also creating VFX and materials for the game in a small team.

PUNY ASTRONAUT, DUNDEE

- Game Programmer | August 2023 - February 2024
- Junior Game Programmer | November 2022 - August 2023
- Graduate Game Programmer | May 2022 - November 2022

Projects: Skye Tales (2023), & Unreleased Title(s)

Role/Responsibilities:

- Implementation of gameplay systems in Unreal Engine 4 and 5, using both Blueprints and C++.

EMPLOYMENT CONTD.

PUNY ASTRONAUT, DUNDEE

- During development for unreleased projects, core responsibilities included: working very closely with designers to prototype their visions, implementation of core features/systems & authority on the structure of these systems.
- During the early stages of an unannounced project, utilising UE5's network programming features, took responsibility for implementing a complex custom movement system for a vehicle & a sophisticated prediction system for this.

NORTH SEA GAMES, DUNDEE

- Contract Part-Time Programmer | August 2021 - April 2022

Titles: Hidden Hunter (2022)

Role/Responsibilities:

- Implementation of gameplay features and bug fixing, utilising the Roblox engine and Lua scripting language.
- Took responsibility for designing a system for animation implementation, taking into account the limitations of the engine.

EDUCATION

PGDip Computer Games Technology | Abertay University | 2021 - 2022

Graduated with Distinction

Awarded Fowlie International Scholarship

BSc Applied Computing | University of Dundee | 2017 - 2021

Graduated with First Class Honours

Best Use of Technology award for final year project using Arduino to create a product.

General Subjects Studied:

- Games Programming
- 3D Graphics Programming
- Mathematics for Games
- Object Oriented Analysis and Design
- Network Game Programming
- Computer Architecture and Operating Systems
- Information Security
- User Experience/Human-Computer Interaction
- Algorithms and Artificial Intelligence
- Agile Software Development