

KAYLA WALLACE

A creative and motivated games and software developer.

EMPLOYMENT

INFO



LOCATION

Dundee, Scotland



EMAIL

kaylawallacegames@gmail.com



GITHUB

github.com/kaylawallace



LINKEDIN

linkedin.com/in/kayla-a-wallace

EXPERIENCE

5+ 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
HTML/CSS/Javascript

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, working on both engine and game level systems.
- In particular, developed the Boomshroom, Skimmer, and Mariner mobs from prototype to release, as well as much of the player animation.
- Testing on different hardware to ensure stability in development and release environments.
- Work closely with artists and designers to create and adapt tools that best fit their needs using appropriate C++ libraries, our own and external.
- 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.
- Prior to joining the Reforj team, played an active role in early development of an unreleased title using Unreal Engine 5, C++. Worked on rapid prototyping and assisted in 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

- For unreleased projects, core responsibilities included: working closely with designers to enable rapid prototyping, implementation of core features/systems & authority on the structure of these systems, handling prototype review meetings, collating feedback and prioritising tasks accordingly.
- Utilised UE5's network programming features in an unreleased project to take responsibility for implementing a complex custom movement system for a vehicle and 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.