Xavier Mackay

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Programmer / Game Designer

I am an experienced programmer and game designer with a broad multidisciplinary skill set. I have many years' experience with C# and Unity and am proficient with Unreal Engine. My extensive portfolio is proof of my ability to program reliable and robust systems. As well as design engaging and emotive gameplay. I am seeking an opportunity to further my skill set, understand the inner workings of commercial game development and push the medium of video games forward.

Professional Skills

- 6 Years of experience programming using C# in Unity.
- 1 Year of experience programming in Unreal Engine.
- Experienced with programming in C#, Unreal Blueprints and Python.
- Experienced with using Blender, Adobe Substance Painter, Adobe Photoshop, Adobe Premier Pro, Adobe Illustrator, Aseprite and FL Studio.
- Experienced with sprint methodology and project management.

Soft Skills

- Years of experience communicating complex ideas concisely and respectfully.
- Years of working, communicating and co-ordinating within a team environment.

Other Skills

- HSK-2 level of proficiency in Mandarin Chinese.
- Experienced in use of Microsoft Office programs.

Work Experience

Customer Relations Officer

IKEA (November 2024 - Present Date)

Experience gained:

- Communication of complex ideas in a respectful and professional manner.
- Working and co-ordinating within a team.
- Customer service experience.

Sales Representative

yd. Australia (July 2024 - November 2024)

Experience gained:

- Working and co-ordinating within a team.
- Sales experience.
- Maintenance of a retail store.

Front of House / Barista

Brooklyn Donuts (December 2021 - July 2024)

Experience gained:

- Customer service experience.
- Working and co-ordinating within a team.
- Cleaning and maintaining a café.
- Working as a Barista.

Education

Bachelor of Games and Interactive Environments

Queensland University of Technology (February 2024 - October 2026)

- Accepted into the College of Excellence in Semester 1 of 2026.
- Received Deans Commendation for Academic Excellence in Semester 1 of 2026.
- Current GPA 6.333.

Queensland Certificate of Education

Mount Gravatt High School (February 2018 - November 2023)

- Graduated with an ATAR of 82.45

Volunteer Work

Peer Mentor Volunteering

Queensland University of Technology (February 2026 - June 2026)

- Volunteered to assist as a peer mentor in the IGB100 unit.
- Helped mentor and provide feedback on second year student games.

Projects

Zom-B-Mart

Queensland University of Technology (February 2026 - Present Date)

- Couch party game about managing a supermarket during the zombie apocalypse.
- Worked in collaboration with our industry partner Gameloft Brisbane to reimagine one of their old titles.
- Worked as the lead programmer and co-ordinated 3 other programmers.
- Skills: Programming in Unreal Engine using Blueprints, team co-ordination, communication.

Pantry Panic

Queensland University of Technology (February 2026 - June 2026)

- VR cooking game.
- Exhibited at QUT open day 2026.
- Worked as a programmer and an artist.
- Skills: C# VR Development in Unity, 3D modelling, rigging, texturing, game design, teamwork, communication.

Fortune Fishing Mania

Solo Developed (November 2025 - January 2026)

- Humorous fishing simulation game.
- Solo developed entirely by myself.
- Skills: Programming using C# in Unity, game design, 3D modelling, rigging, texturing, playtesting, marketing.

Firesticks

Queensland University of Technology (July 2025 to October 2025)

- Educational game targeted at grade six students to them teach about indigenous Australian fire practices.
- Developed in industry partnership with the Department of the Environment, Tourism, Science and Innovation of Queensland.
- Exhibited at Bachelor of Games and Interactive Environments showcase event 2025.
- Worked as a programmer and a game designer.
- Skills: Programming using C# in Unity, game design, teamwork, communication, playtesting.

Rust Millennium

Solo Developed (June 2024 - July 2025)

- Sci-fi RTS game.
- Solo developed entirely by myself.
- Skills: Programming using C# in Unity, game design, 3D modelling, rigging, texturing, playtesting, UI design, UI programming, writing, marketing.

Cult of the Devourer

Queensland University of Technology (February 2026 - June 2026)

- Lovecraftian survivor like.
- Exhibited at QUT Immersive Fest 2025.
- Worked as a programmer and a game designer.
- Skills: Programming using C# in Unity, game design, teamwork, communication, playtesting.

Spacehog

Queensland University of Technology (February 2025 to March 2025)

- Horde survival shoot-'em-up.
- Solo developed entirely by myself.
- Skills: Programming using C# in Unity, game design, playtesting.

A Brief Commute

Solo Developed (November 2024)

- Artistic walking simulator.
- Solo developed entirely by myself.
- Skills: Programming using C# in Unity, game design, 3D modelling, rigging, game optimisation.

PentaZorg

Solo Developed (April 2023 to December 2023)

- Fast paced arcade bullet hell.
- First steam release.
- Solo developed entirely by myself.
- Skills: Programming using C# in Unity, game design, 3D modelling, marketing.