

Adam Sims

Talented programmer with close to 4 years of experience. Passionate about game development and game feel. A fast learner looking for a positive and friendly work environment to learn new skills.

Senior Gameplay Programmer

adamsims.gamedev@gmail.com

(+44)7934 047346

<https://adamsimgamedev.github.io/>

EXPERIENCE

Free Radical Design – Senior Gameplay Programmer

July 2023 – Present

Free Radical Design – Gameplay Programmer

July 2022 – July 2023

Free Radical Design – Junior Gameplay Programmer

July 2021 – July 2022

Dambuster Studios – Junior Gameplay Programmer

May 2020 – July 2021

My role at Dambuster, which eventually transitioned into my role at Free Radical Design was my first experience in a role in the games industry. During this role I worked on numerous important game systems in Unreal Engine, including UI, Epic Online Services (EOS) and the Gameplay Ability System (GAS). Throughout this time, I was building an understanding of the engine, and the systems that became standard practice with the newer versions of Unreal Engine.

I was then promoted to a Senior role, in which I ran my own cross-discipline team who would focus on game feel, improving smaller aspects of the experience for the player. Alongside this I also worked with my team on fixing larger issues to ensure build stability.

Freelance Game Development

2019

During university I wanted an opportunity to test my skills as a programmer, to do this I took on some small projects as contract work on the website Fiverr, in which I produced two projects for clients, one of which was released on the Google Play Store.

SKILLS

Programming

Experienced in multiple languages including C++, C# and JavaScript.

Unreal Engine

A good understanding of both Unreal Engine 4 and 5, with knowledge of network programming, the Gameplay Ability System, Epic Online Services and EnhancedInput.

Others

Problem solving, teamwork, procedural content generation and leadership.

HOBBIES AND INTERESTS

Alongside working with games, I also enjoy working on game development projects in my free-time, and relish opportunities to learn new programming related skills. I also enjoy playing games in my free time, working towards 100% completion of games. Outside of videogames, I also dabble in 3D art, where I practice my sculpting and box modelling skills.

EDUCATION

University of Lincoln – Bachelor's Degree Games Computing (First class honours)

2017-2020

North Lindsey College, Scunthorpe – Extended Diploma in Computing (D*D*D)

2015-2017