Anton Le Prevost-Smith

alps709@gmail.com | +64 27 364 8005 | github.com/Alps709 | Auckland, New Zealand

EDUCATION

Media Design School July 2018 – July 2021 (Expected)
Bachelor of Software Engineering (Game Programming)

TECHNICAL SKILLS

Programming Languages (Ordered by proficiency**):** C++, C#, C, GLSL, Swift, JavaScript, Lua
Tools/Frameworks: Unreal Engine, Unity, OpenGL, DirectX, Git, Visual Studio, Unreal Gameplay Ability System

EXPERIENCE

Exsurgo Rehab December 2020 – March 2021
Contract Unity Game Developer

- Reworked an old suite of 4 android games designed for stroke rehabilitation towards a professional level in the Unity game engine. I worked as a generalist by programming new features, debugging previous problems, adding UI, prototyping or changing new/current mechanics, etc.
- Worked remote 4 weeks and in office for 8 weeks reporting progress to the CTO, as well as showcasing the games to investors to gain interest for the companies future goals and products.

Our Wee Little Studio April 2019 – March 2020
Unity Game Developer

- Co-developed Yanet in Yonderland (a 2D, puzzle, platforming game) as a Game programmer and designer.
- Tasked with programming AI behaviours and Puzzle mechanics, general script debugging, and puzzle design.
- Successfully negotiated the selling of a non-exclusive license to CoolMathGames.com and worked with them to refine the game to the standard set in the contract.
  The game can be played online for free at: https://www.coolmathgames.com/0-yanet-in-yonderland

PROJECTS

Game Title: Remix | University Team project | **Unreal Engine, C++, Gameplay Ability System**

I created an online multiplayer arena shooter game by learning the basics of networked multiplayer in Unreal using C++ and the Gameplay Ability System. I developed it to a vertical slice stage over 8 weeks within a team of 6 people (2 programmers, 4 artists).

2D Fluid Simulation Combat Game | Research project | **Unity, C#**

Developed a prototype of a 2D multiplayer combat game that uses fluid simulation as it's core game mechanic. I used a Unity plugin called Fluid Dynamics to simulate the fluid and I successfully learned how it worked so I could extend it's functionality to detect collisions with the player characters. I am currently finishing a short research paper discussing the game design and technical implementation of fluid simulation in games.

Interactive Multi-threaded fractal generator | University/Personal project **| OpenGL, C++**
I created a real time interactive fractal generator that allows you to move around and zoom into the Mandelbrot fractal. The program uses multiple optimizations, one of which that I invented sped it up by an average of 95% (please ask me about this in an interview). The program can be configured to use C++ CPU Multi-threading or GPU fragment shaders using the OpenGL graphics API.

This can be seen in a video here: https://www.youtube.com/watch?v=Ofb5bC0LnsQ&t=2s

Project portfolio | WIP | **Unreal engine 4, Unity, C++, C#, OpenGL**

This is a GitHub readme page that is a portfolio of my work as a Software Engineer and Game Developer.

https://github.com/Alps709/

MISCELLANEOUS

Extracurricular:

- Media Design School Student Representative (Since March 2019).
- Helped co-run the MDS Music Club and occasionally brought my guitar to play.

Passions/Interests in Computer Science: Fluid Simulation**,** VR/AR, Procedural generation, Game AI, Machine learning, Graphics programming.

Passions in personal life: Playing guitar, Gaming with friends, Snowboarding.