Anthony Key

Software Engineer

Portfolio: http://anthonylloydkey.com/

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EXPERIENCE

Mesmerise — (Unity), Software Engineer II

September 2022 - PRESENT

My responsibility was to help re–architecture the existing implementation that will be scalable for the long term. I also worked on the core platform fixing issues and creating new features.

VRAI, Unity & Unreal Developer

July - September 2022

I worked with talented people at BAE Systems to create vr simulations for military operations and simulation. This was achieved using both c# and unreal to provide high detail training.

Talkout Ltd, (Unity) Junior / Software Engineer

September 2020 - 2022

Working on core XR projects for a multi user platform. Additionally developing training software for various clients. I've had exposure doing demos to clients, building vr training software, api front end & backend development.

EDUCATION

Aberystwyth University, Aberystwyth— 2:1 Computer Science

April 2017 - July 2020

Dissertation in unity game development, data structures and algorithms, animation, web development and computer vision.

Achievements

Doggo Jumper, Published mobile game as a personal project. This is a dog platforming game.

Lecturing to juniors, helping and sharing knowledge

Fitness, during lockdown I became overweight, with determination and hardwork going from 112kg to 90kg in a year!

SKILLS

Solid OOP Principles

Agile Methodologies

Great communication and teamwork

Product Management

API Integration

Azure

Software / Frameworks

Unity 3D, Android Studio, Git, .NET Core, Bootstrap, Adobe

LANGUAGES

C# Java, SQL & Others

Hobbies

A passion for growth, learning new technologies.

Fitness, keeping active and a happy lifestyle

Golf, I love playing golf and various other sports!

Traveling, seeing other places in the world