Anthony Key

Software Engineer II
Portfolio: https://anthony-key.co.uk/

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Experience

Mesmerise —(Unity), Software Engineer II

September 2022 - May 2023

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.

- Azure & API Integration
- Unity
- SOLID
- Performance Optimisation

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 unreal to provide high detail training with biometric data from the headset.

- Unreal VR
- API Integration
- Biometric data from the headset to the backend

Talkout Ltd, (Unity & .NET) Junior / Software Engineer

September 2019 - 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.

- Develop quality training modules and a platform
- Demo the software for the clients
- Platform updating, profile fetching & module downloading

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.

Skills

Solid OOP Principles

Agile Methodologies

Great communication and teamwork

API Integration

Software / Frameworks

Unity, .NET, VRIF, ARCore, AWS CLI, Git, Graphql, React, Tailwind, Azure, Serverless

Languages

C# Java, Typescript, Javascript, SQL & Others

Hobbies

A passion for growth, learning new technologies.

Fitness, keeping active and a happy lifestyle

Traveling, seeing other places in the world