Christopher Webb

Game Developer

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About Me

I'm an 'all-round' designer/developer whose work comes from a nuts-and-bolts approach to learning by pulling things apart and building them back up again. Much of what I have mastered comes from experience with video game development/design, and my other passions, like automotive modification/design/fabrication or electrical/mechanical engineering. I'm keen to join a team that shares my passion for games and ideas and creates quality content for players.

Key Skills

- Game Development & Design
- Visual Effects Programming
- Unity/C#
- SVN/Git Repositories
- Application Scaling & Optimisation
- QA Testing
- Strong Coding Practices
- Debugging

Core Attributes

- Professional approach to programming and software development fuelled by a strong passion for games, with a focus on writing efficient, reusable code.
- Strong consideration and understanding of technical restrictions, application scaling and platform optimisation.
- Problem solving abilities; motivated, persistent
- Scoping, planning, organisational skills, and attention to detail.

Education

2019	Master of Information Technology	University of Newcastle
2015-2017	Bachelor of Information Technology	University of Newcastle

Major in Software Development & Applications, Major in Digital Media & Entertainment
Minor in Enterprise Information & Technology

Relevant Coursework

- Games Design
- Games Production
- Mobile Applications & the Cloud
- Media Production
- Internet Communications
- Media & Communications
- Web Programming
- Social & Interactive Media
- Application Programming
- Digital Media & Entertainment
- Digital Culture
- Digital Economy
- Information & Communication in Business
- Project Management

Technical Skills

- Skills in implementing compilation and execution in a variety of paradigms including object-oriented and data-oriented C# and C++ and OOP, with strong coding practices.
- Advanced game design and development skills, including extensive experience with Unity.
- Capable of deciding when and where to use design patterns such as the singleton pattern, command pattern, observer pattern, factory pattern, etc. based on need, performance and extendibility requirements.
- Adherence to SOLID principles where appropriate.
- GPU and visual effects programming including DirectX3D and OpenGL, ray tracing, 3D and PBR lighting, with an awareness of modern rasterised pipelines and practices.
- Skills in mobile application and desktop environment development.
- Understanding of design theory, including game design, mechanical design, audio design, web design and narrative design.
- Working knowledge and use of n-tier and MVC systems including NodeJS and ASP.Net.
- Dynamic ability to utilise various IDEs and their associated debugging tools.
- Modern 'from scratch' standards of web-based scripting and design.
- Networking skills, using Linux's Bash CLI with Apache, Samba, VSFTP, PHP and using SSH to communicate with servers.
- Able to work effectively with pre-existing code bases, write new code from scratch, and to integrate new code with what is existing.
- Personal and team-based use of SVN/Git.
- QA testing skills (related to video game development).

Languages & Tools

- C# & C++
- Open GL (GLSL, WebGL)
- DirectX3D
- Java
- PHP, ASP.Net & NodeJS
- HTML, CSS, JavaScript, XML
- SQL
- Python
- Bash, DOS & PowerShell
- Unity
- Visual Studio
- BAAS Platforms
- Notepad++, Atom, VS Code
- GameMaker Studio
- TortoiseSVN, TortoiseGit
- GitHub
- Aseprite, G.I.M.P, Paint.Net
- Arduino & Raspberry Pi Chipsets

Experience

Game Development

- Independent development for mobile and desktop platforms led by passion and the desire to learn, refine and master key game development skills and tools.
- Extensive experience with C# and Unity, including scene composition, the use of scriptable objects, hierarchical structures, Monobehaviours, raw C# classes, post-processing, command buffers and dynamic asset management/bundle building.
- Ability to use pre-existing editor tools and to create new tools to support development.
- Experience with implementation and use of third-party packages such as Google's Firebase API and Google Play API.
- Comfortable utilising profilers and debugging code for efficiency and quality assurance.

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- Creation of my own portfolio website to demonstrate my skills and experience.
- Refined coding/scripting practices to produce a published website that provides insights and showcases exploratory projects and sample works, including ray traced shaders.