

TONY FERGUSON

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SUMMARY

23 Year old Gameplay Programmer with 5+ years of experience programming in the games industry. I currently work at Lucid Games Ltd, creators of Destruction AllStars. I have contracted for Respawn Entertainment working on Apex Legends, as well as Thriving Ventures AB on a variety of small projects.

MY SKILLS

Programming Languages: C, C++, C#, Lua, JavaScript, Python, TypeScript, Squirrel.

Technologies: Unreal Engine, Unity, Source Engine, MySQL, Linux, Kubernetes, Node.js, Git, Docker.

PROFESSIONAL EXPERIENCE

LUCID GAMES LTD

August 2019–Present

Gameplay Programmer

- Took charge of authoring character systems for an internal project at Lucid.
- Experience with Unreal Engine, Slate, Engine Plugins and Perforce Integration Tools.
- Worked with Respawn Entertainment on Apex Legends.
- Designed and created user interfaces for both internal projects and Apex Legends.

THRIVING VENTURES AB

April 2017–August 2019

Developer (Contractor)

- Took the lead of an open world roleplaying game project with people from across the world (remote).
- Created most of the UI present and created guidelines for the creation of new features and UI within the project.
- Worked with other teams internally to create a strong API for persistent and scalable game data.

PROJECTS

APEX LEGENDS

CONTRACTOR FOR RESPAWN ENTERTAINMENT

- Worked on Respawn Entertainment's Online Tech Team as an Engineer assisting with features and bug fixes relating to Apex's Tournament Mode.
- Worked with Respawn Entertainment to improve the new player experience.
- Authored game event interaction system to bridge game events with third-party software for Apex Legends **ALGS Tournaments**. (multi-million dollar competitive gaming championships)
- Gained experience with Apex's modified Source Engine, including C++, and Squirrel.

ELEMENT (<https://devultj.itch.io/element>)

UNIVERSITY FINAL YEAR PROJECT

- Released first-person shooter game developed in Unity by a team of five university students.
- Learned about deferred rendering optimization techniques utilizing Unity's High-Definition Render Pipeline.
- Learned about industry-standard multiplayer networking protocols and utilized server authoritative network design principles.
- Gained experience with Unity Engine using C#.

MONOLITH

LEADING A GAME PROJECT WITH THRIVING VENTURES AB

- Developed and released open world roleplaying game mode as a free to play model service on Garry's Mod.
- Took the lead of an open world roleplaying game project with people from across the world (remote).
- Focused on network and performance and allowed game servers to run with 128 concurrent players with tens of thousands of world entities.
- Gained experience with Lua, Scala & TypeScript.

MONOSUITE (SOFTWARE)

ADMINISTRATION FRAMEWORK WITH THRIVING VENTURES AB

- Owned and created a user interface framework for cross-game administration service.
- Gained experience with Lua, and TypeScript and utilized the following technologies: React, Next.js, GraphQL.

EDUCATION

UNIVERSITY OF BOLTON

Bachelor of Science in Gameplay Programming, **2:1** Degree

Graduated July 2019