

TONY FERGUSON

E-mail: tonyjuniorferguson@gmail.com

A 21-year-old post-graduate, with a passion for games. After programming since the age of 12, the creation of large-scale game mods, and the finished development of a fully released video game. Also pertains knowledge of web development and database management.

Hobbies & interests include competitive gaming, swimming, PC hardware building & hanging out with friends.

SKILLS

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

Technologies: Unreal Engine, Unity, SQL, Linux Administration, Kubernetes, Node.js, Git Version Control, Docker.

IDEs: Visual Studio, Visual Studio Code (VS Code), IntelliJ, WebStorm, DataGrip.

PROJECTS

Creator – Element (<https://devultj.itch.io/element>)

- First-person shooter game developed in Unity by a team of five university students.
- Learned about industry-standard multiplayer networking protocols.
- Utilized server authoritative network design principles.
- Learned about deferred rendering optimization techniques utilizing Unity's High-Definition Render Pipeline.
- Learned about strong user experiences & designing pleasing user interfaces.
- **Skills used:** Unity, C#.

Project Lead, Programmer - Monolith RP

- Utilized first-party web APIs to increase security and provide speed to a game mod with up to 128 concurrent players.
- Prioritized optimization techniques and rendering optimization to provide a smooth game play experience.
- Gained knowledge of Linux based distributions to set up micro-services for game integration.
- Worked with a variety of programmers and involved in the recruitment process of new programmers.
- **Skills used:** Lua, SQL, Linux Administration.

EXPERIENCE



Lucid Games Ltd

August 2019 – now

An independent studio developing cutting edge games & apps. Lucid has set itself out to be a team with big ideas and the skills to deliver them.

Junior Programmer

- Tasked with character, gameplay, networking & user-interface development.
- Website: <https://lucidgames.co.uk>



Thriving Ventures AB

April 2017 – August 2019

A group of passionate people situated around the world. They love experimenting with new ideas and technologies and like to have a bit of fun with their projects.

Programmer

- Tasked with management and programming for game projects & managing a team of over 10 people situated across the world.
- Website: <https://thriving.ventures/>

EDUCATION

BSc **University of Bolton, Games Programming**
Graduated with Second Class Degree, First Division

2017 - 2019