Harry **Donovan**

PRODUCER · UNIVERSITY STUDENT · PROGRAMMER

Falmouth, Cornwall, United Kingdom

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Summary

I am an avid programmer and competent and passionate producer, with a strong knowledge of version control using Git, agile methodology, and an excitement for facing new, interesting challenges. I have lead teams which have published to both Itch and Steam, always with a focus on maintaining healthy and flexible working practices. My ideal position would be junior producer role, with a strong focus on growing my skills and experience so I could progress to a more senior position.

Skills

- Project Management: Agile, Scrum, Sprint Planning, Trello
- Version Control: Git
- Game Engines: Unity, Unreal Engine 4
- Languages: C#, C++, Latex

Published Games

Carma - Producer & Team Lead
Unity 2019.4

SELF PUBLISHED TO STEAM (HTTPS://STORE.STEAMPOWERED.COM/APP/1603990/CARMA/)
Published June 2021

- Worked with a multidisciplinary team to bring Carma from concept to published game
- Planned sprints and development milestones using Agile
- Removed blockers and streamlined development pipelines
- Focused on maintaining team health and reinforcing healthy working practices
- Set up Steam store and kept builds updated

Yvaga Station - Team Lead & Programmer
Unity 2018.4

SELF PUBLISHED TO ITCH.IO (HTTPS://DAYLUKE.ITCH.IO/YVAGA-STATION)
Published May 2020

- Presented a concept pitch to in order to continue development past prototype stage
- Implemented asymmetric multiplayer game using PUN2 package for networking
- Designed and implemented a modular custom movement system to expand on the options available to the player

Programming Projects

Pacman AI
Unity 2019.4.1

HTTPS://GITHUB.COM/HDONOVAN96/PACMANAI
December 2020 - January 2021

- University project to implement behaviour trees for Pacman ghosts
- Designed and implemented three unique behaviors - Scout, Guard, and Pursuit
- Agents designed to work together - Scout relays players position to other agents while avoiding conflict with the player
- Implemented agent 'memory', so agents remember the position of pills and the player and act only on this info

Infinity - Battle Royale
Unreal Engine 4.22.3

May 2020 - August 2020

- Designed code structure for complex weapon system with loot spawning, weapon modifications, and fire modes
- Systems designed to interface with a custom network designed by another programmer
- Implemented majority of the systems, including setting up recoil so it could be driven by IK systems

Work Experience

Director
Falmouth, Cornwall

GLASS NOMAD GAMES
March 2021 - Current

- Started a company to publish video games my team and I were developing
- Handled registration and set up with services such as Steam

Senior Ambassador
Falmouth, Cornwall

FXPLUS
June 2020 - Current

- Increased responsibility for the smooth running of events
- Manages the distribution of Student Ambassadors during events
- Relied on to handle any complications or problems that arise during an event

Student Ambassador

FXPLUS

October 2019 - June 2020

- Involved in the running of university events and open days
- Pithched the courseand university to groups of potential students
- Spoken on an online Q&A panel

Education

Falmouth University

Falmouth, United Kingdom

BSc COMPUTING FOR GAMES

Sept. 2019 - June 2022