

Harry Donovan

PRODUCER · UNIVERSITY STUDENT · PROGRAMMER

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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/](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
- Worked with the team to remove any blockers and streamline development pipelines
- Focused on maintaining team health and reinforcing healthy working practices
- Handled setting up Steam store and updating builds

Yvaga Station - Team Lead & Programmer

Unity 2018.4

SELF PUBLISHED TO ITCH.IO ([HTTPS://DAYLUKE.ITCH.IO/YVAGA-STATION](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](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 Royal

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

Education

Falmouth University

Falmouth, United Kingdom

BSC COMPUTING FOR GAMES

Sept. 2019 - June 2022

- Worked with a multi-discipline team to bring several games through a full development cycle
- Learned about and improved upon creating neat, maintainable code through commenting and UML diagrams
- Participated in modules including creating a custom physical controller and designing an audio generation tool
- Received and responded to feedback from concept pitches, module evaluations and regular game progress reviews
- I am involved with a peer-assisted learning programme (PASS) designed to help teach new students vital problem solving skills
- I am also active with helping other students with general, programming, and version control questions outside of this role

Work Experience

Director

GLASS NOMAD GAMES

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

Falmouth, Cornwall

March 2021 - Current

Senior Ambassador

FXPlus

- 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

Falmouth, Cornwall

June 2020 - Current

Student Ambassador

FXPlus

- Involved in the running of university events and open days
- This includes discussing the course with potential students and leading group tours around the campus
- I have also spoken on an online Q&A panel as part of this role

Falmouth, Cornwall

October 2019 - June 2020

Extracurricular Activity

PASS Leader

FALMOUTH UNIVERSITY

- Planned and lead regular Peer Assisted Support Scheme (PASS) sessions for first year students in our department
- Sessions were student led, with us tailoring sessions around what students wished to cover
- Sessions focused on common problems and soft skills

Falmouth, United Kingdom

September 2020 - January 2021