

# Anthony Marmont

Greetings,

I am Anthony Marmont.

- I am a **programmer**
- **4 years, 3 months** professional experience
- Passionate about **games development**
- **Full-Stack Developer** with game client, meta-game server and real-time game server knowledge
- **Systems Engineer** for performance-critical and complex systems
- **Tools Programmer** for design, game data authoring and asset management
- **Infrastructure Programmer** for distributed cloud microservices and dedicated servers
- Strong understanding of **C#** and **Unity**
- Strong understanding of **Git** (rebase, ref-log, the whole lot)
- Experience shipping **2 high-profile commercial titles** (*Eitr* and *LEGO® Star Wars™ Battles*)
- Experience operating **live-ops** on the mobile **real-time strategy** *LEGO® Star Wars™ Battles*
- Experience owning and **driving feature development** and project management
- Experience conducting **project management** with **agile methodologies**

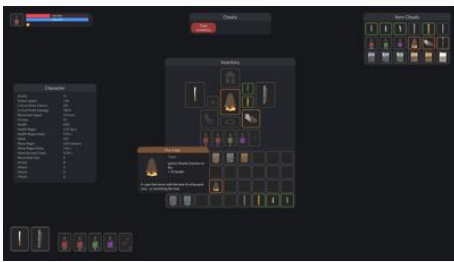
For your consideration,  
Anthony Marmont



# Projects

## Personal Projects

see 11 more projects



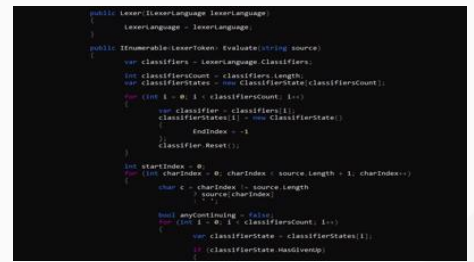
RPGCore

Present



AssetIcons

October 2017 - Present

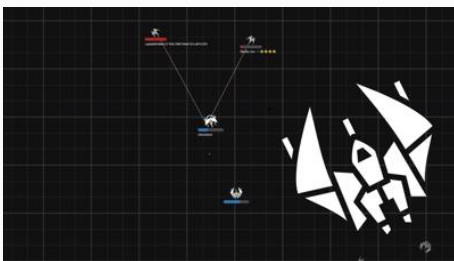


Expresser

May 2019

## Game Jam Projects

see 3 more projects



Pew Pew

January 2021



Void

November 2020



Mini Miner

September 2020



Raid Healer Simulator

April 2020



Snoot

January 2020

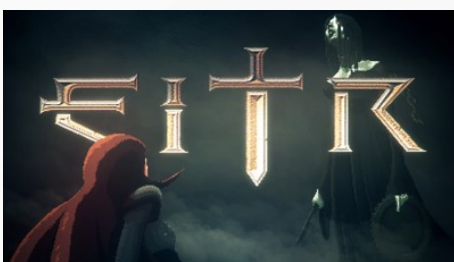


Road to Northstead

November 2019

## Studio Projects

see 1 more project



Eitr

June 2017 - June 2018  
Indie



LEGO® Star Wars™ Battles

July 2018 - September 2020  
AA



Star Citizen

September 2020 - Present  
AAA

# Professional Experience

4 years, 3 months



## Cloud Imperium Games

Full-time · AAA · 1 year  
Wilmslow, United Kingdom

### Tools Programmer

September 2020 – Present · 1 yr

Programmer on standalone (out-of-engine) tools programming in C# on *'Star Citizen'* and *'Squadron 42'*.

- Maintained tooling for game-data authoring
- Created a bespoke asset management visualisation and change tracker
- Maintained core game code in C++



## TT Games

Full-time · AA · 2 years, 3 months  
Brighton, United Kingdom

### Games Programmer

May 2019 – September 2020 · 1 yr 5 mos

Full-Stack games developer in **C#** (.NET Core and Unity) on the mobile title *'LEGO® Star Wars™ Battles'*.

I was personally responsible for the creation and release of the servers and databases for **clans** and **leaderboards**.

### Junior Programmer

July 2018 – May 2019 · 10 mos

Gameplay programmer in **C#** (Unity) on the mobile title *'LEGO® Star Wars™ Battles'*.

When I first joined the team, I worked primarily on gameplay. I created the **data delivery mechanisms, configuration system, unit AI**.

I also created helpful tools for **saved game data management, profile management, and network debugging**.



## Eneme Entertainment

Full-time · Indie · 1 year  
Remote Working, United Kingdom

### Programmer

July 2017 – July 2018 · 1 yr

I joined the indie title *'Eitr'* team as a remote programmer. I programmed many core gameplay systems such as the **inventory system, item system, tooltips, character stats, skill trees, input mapping, and achievements**.

Programming on *'Eitr'* inspired my *RPGCore* open-source project.

# Skills

## FRONTEND

- Unity, C#
- Gameplay Programming
- Tools Programming
- Technical Art
- UI / UX

## BACKEND

- Database Infrastructure
- Scaling and Security
- ASP.NET Core (MVC)
- Blazor Web-Tools
- Unit/Integration Testing

## Hobbyist Experience



### Unity Asset Store

Self-Employed · Unity Asset Store

#### Asset Store Developer

2017 – Present

Produced assets for the Unity Asset Store, most notably *'AssetIcons'*.

Maintenance of the assets has been ongoing with my most recent major update for the asset released 2020.



### Out of the Blue Studios

Volunteer · Out of the Blue Studios

#### Remote Programmer

March 2017 – June 2017 · 5 mos

Worked on the Unity projects *'Astral Swarm'* and *'Lilypad Leap'* now published on Google Play.

These projects proved to investors the worth of the team and now Robin Hughes runs the studio-for-hire *Your Future Games*.

## Education



### Greater Brighton Metropolitan Collage

Worthing, United Kingdom

#### Extended Diploma in Games Development

Distinction

2017 – 2018

UAL Level 3 Extended Diploma in Creative Media Production and Technology

#### Diploma in Games Development

Distinction

2016 – 2017

UAL Level 3 Diploma in Creative Media Production and Technology