

FYDAR

🏠 Brighton, UK

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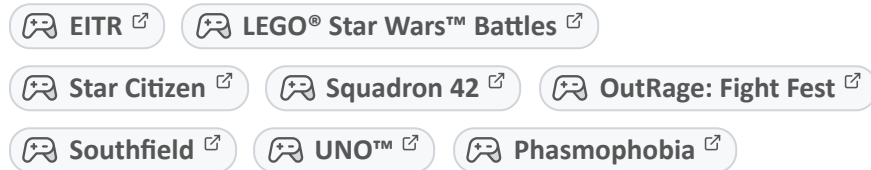
🌐 <https://fydar.dev/>

🐙 @Fydar

in /in/fydar

Greetings,

I am a programmer with **7 years** of experience working in the **Games Development** industry. I have worked on **8 commercial titles** and I have an extensive portfolio of other works.



My career has been diverse, spanning a range of disciplines in the Games Development industry, making me a **highly versatile candidate** for any role.

- **Backend Engineer** for highly scalable, distributed cloud microservices and dedicated servers
- **Systems Engineer** for performance-critical and complex systems
- **Tools Engineer** for technical art, game design, game data authoring, and asset management
- **Multiplayer Engineer** for game clients, meta-game servers, and realtime game servers
- **Gameplay Engineer** with a keen understanding of satisfying mechanics
- **Technical Artist** for asset pipelines and artist tooling

In addition to my professional experience in the above disciplines, I'm also a very active hobbyist developer. I regularly participate in game jams, many of which are available on my portfolio website. These serve as a great opportunity for me to push the boundaries of my knowledge with new techniques and the latest technologies.

Thank you for your consideration.

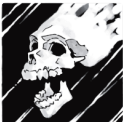
Sincerely,
Fydar

Handwritten signature of Fydar.

/θ aɪ dər/

Professional Experience

- Systems Engineering
- Backend Engineering
- Tools Programming
- Gameplay Programming
- Multiplayer Programming
- Technical Art



Kinetic Games

Full-time • Indie • 3 months
Southampton, United Kingdom • Hybrid

Phasmophobia



- Future Updates
- Bug Fixing
- Technical Art

Senior Gameplay Programmer
December 2024 – March 2025 • 3 mos



Snap Finger Click

Full-time • AA • 5 months
Brighton, United Kingdom • Remote

UNO™



- Main Menu Buttons
- Bug Fixing
- Technical Art

Senior Gameplay Programmer
July 2024 – November 2024 • 5 mos



Radical Forge

Full-time • AA • 1 year, 7 months
Middlesbrough, United Kingdom • Remote

Southfield



- Gradient Recolouring
- Icon Generation
- Texture Atlasing
- Prop Placement Brushes
- Cinematic Camera

Senior Tools Programmer
September 2022 – March 2024 • 1 yr, 7 mos

EGX 2023 Panellist
'Technical art roles: What they are, and how to get one'

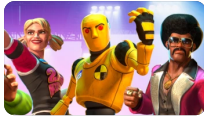


Hardball Games

Full-time • AA • 3 months

Brighton, United Kingdom • Hybrid

OutRage: Fight Fest [↗](#)



[Environmental Combat](#) [↗](#)

[Deterministic Simulation](#) [↗](#)



Senior Gameplay Programmer

April 2022 – June 2022 • 3 mos



Cloud Imperium Games

Full-time • AAA • 1 years, 8 months

Wilmslow, United Kingdom • Remote

Star Citizen and Squadron 42 [↗](#)



[Asset Reference Database](#) [↗](#)

[Data Editor](#) [↗](#)

[Install Manager](#) [↗](#)

[Core Game Systems](#) [↗](#)



Tools Programmer

September 2020 – April 2022 • 1 yrs 8 mos



TT Games

Full-time • AA • 2 years, 3 months

Brighton, United Kingdom • On-site

LEGO® Star Wars™ Battles [↗](#)



[Leaderboards](#) [↗](#)

[Clans](#) [↗](#)

[Username Moderation](#) [↗](#)

[Receipt Validation](#) [↗](#)

[Data Delivery](#) [↗](#)



Server Programmer

May 2019 – September 2020 • 1 yr 5 mos



Junior Server Programmer

July 2018 – May 2019 • 10 mos



Eneme Entertainment

Full-time • Indie • 1 year

London, United Kingdom • Remote

EITR [↗](#)



[Inventories](#) [↗](#)

[Items](#) [↗](#)

[Achievements](#) [↗](#)

[Input Mapping](#) [↗](#)

[Character Stats](#) [↗](#)

[Tooltips](#) [↗](#)

[Skill Tree Editor](#) [↗](#)



Systems Programmer

July 2017 – July 2018 • 1 yr

Education



Northbrook College [↗](#)

Worthing, United Kingdom



Extended Diploma in Games Development [↗](#)

2017 – 2018 • Distinction

It was towards the end of this course that I started my work at 'Eneme Entertainment' on the indie title 'EITR'.



The Dwellers [↗](#)

A dungeon crawler with a powerful node-based editor for the RPG system.

2018



Voxel Multiplayer [↗](#)

Fully bespoke voxel rendering system to create a 'Cube World' style game with a multiplayer component.



Diploma in Games Development [↗](#)

2016 – 2017 • Distinction

I joined this course with a strong understanding of game development and programming from my hobbyist experience. This course offered me the freedom to explore programming concepts at my speed. I also had the opportunity to learn the fundamentals of 2D and 3D art.

I became familiar with 3DS Max which became my tool of choice. This benefited my understanding of 3D graphics greatly. The 3D artistry later inspired my exploration of Substance Designer and other tech art tools.



The New Earth Conflict [↗](#)

A realtime space strategy game where the player takes the pilot seat of a battleship.



Crypt Crawl [↗](#)

A pixel art dungeon crawler with dungeon textures generated in Substance Designer.

2017

2016

Game Jams

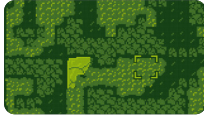


GBJAM 8

September 2022 • 1 week • Solo

I can't remember why I finally decided on the project idea, but once I did, the first thing I made was a **shader** that could emulate the style and feel of a Game Boy game. I then used **Pyxel Edit** to create the pixel art tilesets used for the character, terrain, and mining minigame.

I especially enjoyed creating the **procedural generation** systems to firstly create the maps and then scatter minable resources underneath the rock. I created the entire game using a single endpoint, as opposed to the **Unity** component based **IoC** (inversion of control).



Mini Miner [↗](#)

The Game Boy demake of the Nintendo DS *Pokémon Diamond and Pearl* underground mining minigame.



Ludum Dare 46 Compo

April 2020 • 48 hours • Solo

Upon hearing the theme 'Keep it alive' I immediately recalled my days playing the "Healer" in MMORPG raids and wanted to create a UI-only version of my experiences.

I also explored new scripting methods to create **abilities** in RPG games, as I wanted to be able to create a system that would allow me to add multiple unique ways of healing your allies.

I'm very proud of the overall experience, primarily because of it's difficulty. It may take several playthroughs to complete, but it is doable once you know what you are down.



Raid Healer Simulator [↗](#)

The simulation experience of what it's like to be a healer in an MMORPG raid, complete with a variety of abilities and a challenging boss battle.



Asteroids Clone

July 2018 • 8 hours • Solo

For this Asteroids clone, the first thing I implemented was **procedurally generated asteroid meshes**. I then utilised Unity's 2D physics engine to fling those asteroids into the centre of the arena.

After the code test concluded, I added Discord integration via the **Discord SDK**.



Astral Elites [↗](#)

The physics-based and fast-paced asteroid clone for the modern era, complete with Discord integration.