

# FYDAR

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Greetings,

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

🎮 Eitr

🎮 LEGO® Star Wars™ Battles

🎮 Squadron 42

🎮 Star Citizen

🎮 OutRage

🎮 Southfield

🎮 UNO®

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



/θaidar/

# Professional Experience



## Snap Finger Click

Full-time · AAA · 5 months

Brighton, England, United Kingdom · Remote



### UNO [↗](#)

The Ubisoft release of the classic card game UNO for PC and consoles.

## Senior Programmer

July 2024 – November 2024 · 5 mos

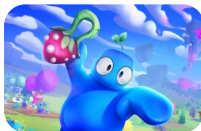
The UNO codebase dates back to 2016 with the first release of the **Ubisoft** UNO game. As such, it inherited a lot of bugs over the many years of development it's received. My responsibility working on UNO was to address these bugs to earn community trust.



## Radical Forge

Full-time · AA · 1 year, 7 months

Middlesbrough, England, United Kingdom · Remote



### Southfield [↗](#)

Weird farming meets silly physics, combine crops with unpredictable effects, build your dream farmstead, and experiment with automation.

## Senior Tools Programmer

September 2022 – March 2024 · 1 yr, 7 mos

I made many tools to empower artists by automating parts of their previous workflows; chief amongst which were tools for the automation of **screenshot capture** for **icon generation**, **gradient recolouring**, **texture atlasing**, **level design tools for terrains**, **texture generation**, and **procedural generation**.



### EGX 2023 Panellist [↗](#)

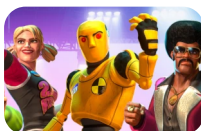
I represented Radical Forge at **EGX 2023** on a **GamesIndustry.biz** panel called '**Technical art roles: What they are, and how to get one**' where I talked about the responsibilities of a Tools Programmer in the art pipeline.



## Hardball Games

Full-time · AA · 3 months

Brighton, United Kingdom · Hybrid



### OutRage: Fight Fest [↗](#)

A 16-player beat-em-up brawler with a sandbox of attacks, weapons, and destructible props in Battle Royale Free for All and Team-based game modes.

## Senior Programmer

April 2022 – June 2022 · 3 mos

I implemented **gameplay** features to enhance the combat experience in the game, such as picking up and throwing props.

I was able to work with **Photon Quantum** [↗](#), a **deterministic entity-component system**, which inspired me to work on my own implementation of an **ECS** that utilises the **latest C# language features**.



## Cloud Imperium Games

Full-time · AAA · 1 years, 8 months

Wilmslow, United Kingdom · Remote



### Star Citizen [↗](#)

A next-generation AAA massively multiplayer online sandbox of life-size planets, moons, cities, space stations, asteroid belts, and more.

#### Tools Programmer

September 2020 – April 2022 · 1 yrs 8 mos

Programmer on standalone (out-of-engine) tools using C# for 'Star Citizen' and 'Squadron 42'.

My primary assignment was creating and maintaining a bespoke asset management solution with asset dependency visualisation and change tracker.



## TT Games

Full-time · AA · 2 years, 3 months

Brighton, United Kingdom · On-site



### LEGO® Star Wars™ Battles [↗](#)

A mobile multiplayer realtime strategy game featuring competitive ranked matchmaking, weekly Leaderboards, and Clans.

#### Game Programmer

May 2019 – September 2020 · 1 yr 5 mos

Full-Stack developer (.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 **Unity** on the mobile title 'LEGO® Star Wars™ Battles'.

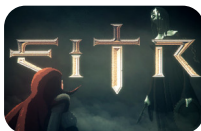
When I first joined the team, I worked primarily on gameplay. I created the **data delivery mechanisms**, **configuration system**, and **unit AI**. I also created helpful tools for **saved game data management**, **profile management**, and **network debugging**.



## Eneme Entertainment

Full-time · Indie · 1 year

London, United Kingdom · Remote



### Eitr [↗](#)

A soulslike RPG built around exceptional combat and formidable challenges set within a mythological Norse world.

#### 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.

# Game Jams

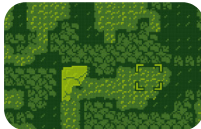


## GBJAM 8

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 entrypoint, 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.

# Education



## Brighton MET

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.



#### **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

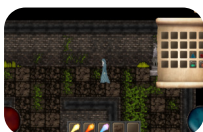
I joined this course with a strong understanding of game development and programming from my hobbyist experience. This course offered me the freedom to explore programming concepts at my speed. I also had the opportunity to learn the fundamentals of 2D and 3D art.

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.