IAN HENDERSON

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EDUCATION

BSC COMPUTING SCIENCE(HONS)
UNIVERSITY OF STRATHCLYDE (2021)
FIRST CLASS

MSC COMPUTER SCIENCE
UNIVERSITY OF GLASGOW (2022)
WITH MERIT

EXPERIENCE

Illyriad Games | *March 2022-Present*   **C#/UNITY/JS/.NET CORE/ASP.NET**

- Worked on 2 titles: **Age of Ascent (MMO space game)**, and **Illyriad (Grand Strategy MMO)**.
- Created **numerous core systems** and **tools** for Age of Ascent, including **QOL** tools, **map editors** and **mission systems**.
- **Networked** various systems from **map creation** to **AI**. Utilised modern techniques for **lag compensation**.
- Worked on the frontend and backend, utilising .NET Core for backend work, and **Unity/ASP** for the front end.
- Created a versatile **AI system** from scratch allowing patrolling enemies that target players or objectives. Helped **network** the system.
- Regular standups, task allocations and weekly meetings were held.

iTactical Limited | *2020-2021*   **HTML/CSS/JS**

- Worked as part of a **3 person team** to design, and create a prototype mobile application.
- Utilised **Cordova** to allow cross-platform development.
- Created most of the front-end of the app. Whilst also creating the backend for the main page.
- Used **MySQL** and **PHP** to manage the backend of the app.
- Regular standups, sprints, retrospectives and task estimation.

Adimo | *2020*   **JS**

- Integrated websites into Adimo's custom search system.
- Used **Puppeteer** and **Chromium** extensively.
- Used **web scraping** to gather information from each site.

PROJECTS

SPELLCAST   **C#/UNITY**

- Created in the **Unity Game Engine** using **C#.**
- First-person stylized magic **networked shooter**.
- Developed a custom **server authoritative** networking stack from minimal libraries.
- Utilised modern techniques to ensure a smooth experience such as **client prediction/server reconciliation** and **lag compensation**.
- Makes use of **Steam peer-to-peer** system to allow players to play with one another.

VR MOVEMENT SKILLS   **C#/UNITY**

- Created in the **Unity Game Engine** for Oculus Quest using **C#.**
- Developed a **movement grading system** to compare users movements to predefined standards.
- Made use of **XR interaction libraries** to enable object interaction, whilst modifying them to enable grasping.
- Created **editor tools** to help speed up the development of the project.
- Operated in **sprints** alongside using **git** for version control.

SCAPENET   **C#**

- Network '**packeting library**' for Lidgren, along with primitive data types to be sent as custom packets.
- Allows custom packet creation and destruction.
- Developed a callback system using **Reflection** to process packets.

SKILLS

LANGUAGES: C#, JAVA, C++, HTML, CSS, JS, SQL
FRAMEWORKS & LIBRARIES: NODE.JS, REACT.JS, PHOTON, STEAMWORKS, .NET CORE
TOOLS: UNITY, BLENDER, GIT, GRADLE