

Kevin Barr - Lead/Senior C#/Unity Developer

TECHNICAL PROFILE

Decade-Veteran of Unity C# Development, I have innovated & provided software solutions in different sectors ranging from academia, manufacturing & games. I have achieved this in both contractor & salaried roles across my career. I have created & led a team of developers & have also worked solo from concept to successful delivery (& beyond) of many projects. I have built tech-stacks from scratch, including workflows & content pipelines to facilitate working w/ a team, other departments (art, etc) & external partners & services.

SKILLS

Languages

C#, C++, GDScript,
JavaScript

Dev

Unity, OpenTK,
MonoGame/XNA, Godot,
.NET Core

IDEs

Visual Studio 20xx/Code,
Rider, Atom,
MonoDevelop, XCode

Proj. Mgmt

JIRA, Azure
DevOps, Trello

GIT/SVN

Github, Gitlab, Bitbucket,
SourceTree, Tortoise

Platforms

PC/Mac,
Android/iOS(AR),
Oculus(VR),
HoloLens(XR)

Cloud

Firebase, Unity Services

Soft

Tech.Leadership, AGILE
Workflow, Content
Pipeline config,
Mentoring/ClientRel,
TechStack config

Others

Miro, Confluence,
Blender, CAD (Inventor,
PiXYZ), Stripe Payments

WORK HISTORY

Senior Unity Engineer (Unity C#) - GN3RA, Remote Start-up Games Studio (UK)

February 2023 - January 2024

● **Responsibilities:**

- Mentorship of mid-level & junior developers.
- Input on design & implementation decisions w/ CTO for biz reqs.
- Tasked with updating legacy systems to modern paradigms & patterns.

● **Results:**

- Produced polished C# code w/ Unity to improve performance, maintainability, reliability & to establish new coding standards.
- Supported other developers on the team w/ my knowledge & documentation.
- Improved workflows by optimising our AGILE approach.

● **Achievements:**

- Developed an iOS body-tracking prototype alone as a proof-of-concept for investors using Unity MARS.
- Created a new in-built Unity workflow for Designers to test out changes to materials & particle systems w/o swapping between applications.

Technical Lead & Senior Unity Developer (Digitalisation Specialist) (Unity C#) – Siemens Gamesa Renewable Energy, On-site Multinational Green Energy Company

June 2020 – February 2023

● **Responsibilities:**

- Design from the ground up a simulation that can handle multiple business use cases.

- Build, hire & lead a team of Unity developers to deliver an iterative solution that can respond to business needs in usable milestones.
- Liaise w/ chief & senior staff to maintain alignment & adjust direction to evolving company needs as the technology/project matures.
- Handle the design & implementation of larger high-level systems to ensure that the structure contracts for working w/ the systems were enforced.
- **Results:**
 - Conceptualised & designed the initial project & spec'd out the need for additional resourcing (headcount, equipment, licensing).
 - Delivered a successful simulation that can respond to a variety of needs across the company (data viz, risk assessments, 'hypothetical' sandboxing).
 - Handled expectations & updated chief / senior staff effectively, resulting in alignment at all stages of development.
 - Implemented system development guidelines through systems design & code structure for a team of developers so development further down the chain maintains similar quality.
 - Created workflows & pipelines to facilitate work within the team, other departments (tech. art, data gens) & external partners.
- **Achievements:**
 - Performed exceptionally in a Technical Leadership role with no experience
 - Implemented incredibly clean code which guided further development w/ limited documentation required.
 - Organised & led meetings, workshops, presentations & training for relevant personnel within the company.

Unity C# Developer – The Logistics Institute, UoHull, Hull UK

August 2017 – May 2020

- **Responsibilities:**
 - Design & develop Unity-based prototypes rapidly for showcasing the University's capabilities to clients.
 - Work on contracted (to the University) solutions to facilitate further academic research or to further client's commercial interests
- **Results:**
 - Developed prototypes in a wide range of technologies very rapidly in Unity.
 - Developed a seated-VR training simulation using an Oculus Rift in Unity.
 - Developed an XR-based optimised pathfinder & picking list HUD for the Microsoft HoloLens in Unity.
 - Developed a risk assessment solution for a high-profile client that required accuracy down to a millimetre level in Unity.
- **Achievements:**
 - As a fresh graduate, met all demands to learn new technology and produce business value in incredibly short periods of time.
 - Work on a simulation contract scored me a permanent position at a client's company to design and lead their simulation projects.

EDUCATION

MSc Comp-Sci for Games-Dev - [2017 - 2020] WITHDREW, University of Hull

BSc Comp-Sci /w Games-Dev (/w FY) - [2013 - 2017], FIRST CLASS, University of Hull