

Biz Email: KevinBarr.Business@gmail.com

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

Dev

Unity, OpenTK,
MonoGame/XNA, Godot

IDEs

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

Proj. Mgmt

JIRA, DevOps/TFS, Trello

GIT/SVN

Github, Gitlab, Bitbucket,
SourceTree, Tortoise

Platforms

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

Cloud

Firebase, Unity Services
(IAP, Analytics)

Soft

Technical Leadership,
AGILE Workflow impl,
Content Pipeline impl,
Mentoring, Client
Relations, TechStack impl

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 & specced 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