

Kees Tucker

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[Portfolio](#) [GitHub](#) [itch.io](#)

Intermediate Developer

Over 5 years game development experience, with a focus on Networked Unity games. Experience working on a large scale MMO at Phat Loot Studios. Understanding of industry standard tools and process. Experience working to a design spec and coordinating with large teams.

I'm able to learn new technologies very quickly, and have developed a large skillset of tools over my years in game dev. I have experience leading Junior developers and maintaining a high standard of code quality.

Production Unity Developer, I am looking to develop my Unreal Engine skillset into production as well.

Technical Skills

- Unity Engine game development
- Unreal Engine game development
- Game Networking; Mirror, Photon
- C# & C++
- Technical Art; Shaders (HLSL, ShaderLab) & Lighting
- Parallel Compute; Unity ECS, Jobs, Compute Shaders
- Front end web-dev; React, HTML, SCSS, JavaScript
- DevOps; Kubernetes & Docker
- Operating Systems; Windows, Linux Mint, Ubuntu, TrueNAS
- Project Management; Jira, Confluence, Trello
- Source Control; Git, Plastic SCM, Github, Gitlab

Professional Experience

Untamed Isles, Intermediate Network Developer & Feature Lead (September 2021 - now)

Key achievements:

- Onboarding Juniors & Leadership, recognized by my Producer and Team lead for my leadership efforts. Lead developer on a variety of features.
- MMO Scale Networking
- Upskilling from a University student to a fully fledged professional developer helping juniors learn and grow.

Project work:

- Networked real time turn based combat system.
- Tame/Monster Procedural Generation using Unity Jobs (Multithreading).
- Live balancing system so the team could update game-play variables and balance combat on the fly.
- Region and Biome detection/tooling.
- Levelling, exp, stat point systems.
- Weather system.
- Professions system.

General duties:

- Mentoring junior developers.
- Ensuring we always had a production ready build.
- Inter-departmental communication.

Indie Game Dev, Developer (2017 - 2020)**Key achievements:**

- Released two games; Stick Royale (Mobile), Gravity: Zen (Mobile) – see my portfolio.
- Battle Royale networking.
- Game design.

Education

University of Canterbury (Christchurch)

Qualification: Bachelor of Product Design (Applied Immersive Game Design) (2020-2021) (incomplete)

GPA: 7.17 (A-) with A+ in programming.

Scholarships: Product Design Scholarship (\$10,000) and UC Māpura Bright Start Scholarship (\$12000)

Content:

- Unity and Unreal engine
- C++ & C#
- Shader Development
- Software Engineering
- Game Design
- Economics
- Marketing

Personal Skills & Values

- **Leadership:** After working at Untamed I have developed a passion for leading small teams and helping new recruits land on their feet.
- **Interpersonal skills:** I love working with people and care greatly about my co-workers and clients. Communication is key!
- **Passionate;** The impact I have with my work is very important to me, making me strive to do the best job I can. I am always craving to improve and expand my knowledge and skills.
- **Resilience:** Due to my experience as a freelance web developer & indie game dev, I have learnt how to overcome setbacks and difficulties.
- **Motivation:** Having been previously self-employed and a university student, I have developed a strong sense of initiative.

References

Jashon Brown

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Producer at Phat Loot
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Benjamin McNeill

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