

# Kees Tucker

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## 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. I am currently working in fullstack web development. Understanding of industry standard tools and processes. 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 skill set 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. I have experience in front and backend web dev.

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## Technical Skills

- Unity Engine game development, simulation, procedural generation
- Unreal Engine game development
- Game Networking; Mirror, Photon
- C# & C++
- Front end; EmberJS, React, HTML, SCSS, JavaScript
- Back end; Go
- NoSQL; Firestore, MongoDB
- Kubernetes & Docker
- Shaders (HLSL, ShaderLab) & Lighting, Unity ECS, Jobs, Compute Shaders
- Project Management; Jira, Confluence, Trello
- Source Control; Git, Plastic SCM, Github, Gitlab

## Professional Experience

### Hero for Schools, Intermediate Full Stack Developer (Feb 2023 - Current)

#### Key achievements:

- Working in a production SaaS environment
- Experience with Go microservice architecture and MongoDB database.

#### Project work:

- Implementing new web-app features, responsible for implementation on back and front-end.
- Performance improvements and maintenance

### Untamed Isles, Intermediate Network Developer & Feature Lead (September 2021 - August 2022)

#### 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.

### **RATMODE, Lead Programmer (August 2022 - Current)**

#### **Key achievements:**

- Worked as part of a startup with a small team of 5 people to build a series of prototypes as the lead programmer. Responsible for company infrastructure and DevOps.

#### **Project work:**

- Networked real time build system.
- Innovative networked character controller using procedural animation.
- WPF launcher application to launch our game prototypes and make distribution easier.

## **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)

## **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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**Gareth Fox**  
Producer at Bungin Games  
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