TOYAN GEORGE GREEN

toyangreen@gmail.com · 07511934305

uk.linkedIn.com/in/toyangreen · toyangreen.com

I'm a gameplay programmer with experience shipping a AAA cross-platform title, looking to take the next step in my career. I like to take ownership of the things I work on, which to me is about planning and open dialogue as much as it is coding. I work best when I'm alongside a good team that values transparency and each other as much as the project. I'm looking for a position where I can continue to grow and have fun amongst like-minded people.

EXPERIENCE

JULY 2020 – PRESENT
PROGRAMMER, CODEMASTERS

- Game team programmer on Dirt 5 (C++)
- Currently working on a next-gen Unreal Engine project (C++)

SEPTEMBER 2015 – SEPTEMBER 2019
SOFTWARE DEVELOPER, ROCK SOLID KNOWLEDGE

- Shipped 4 greenfield projects and worked on several large existing codebases
- Cross-platform mobile and server-side (C#), Web front-end (JS frameworks & CSS)
- Assisted with technical & production planning; attained a Scrum Master certification

JUNE 2015 – JULY 2015
3D CONTENT DEVELOPER, ISHIDA EUROPE LTD

- Used the Unity game engine to develop "Ishida Expert" training software (C#)
- Observed and analysed working machinery to recreate it as accurate simulations

EDUCATION

SEPTEMBER 2019 – AUGUST 2020
MSC VIDEO GAME DEVELOPMENT, BIRMINGHAM CITY UNIVERSITY

- Solo Dev - 3rd person, arena shooter, survival game for PC (C++ & Unreal Engine)
- Combat gameplay mechanics - 3d arena fighting game for PS4 (C++ & Unreal Engine)
- Gameplay and systems - 2D platformer game for PC (C++ & Cocos2d-x)

SEPTEMBER 2012 – MAY 2015
BSC COMPUTER GAMES TECHNOLOGY, BIRMINGHAM CITY UNIVERSITY

- Dissertation: The use of persuasion in games (10000 words + supporting Unity game)
- C++ game programming using DirectX, Irrlicht, Irrklang, Assimp
- C# game programming using Unity and XNA

SKILLS

- C++, C#, JavaScript
- Unreal Engine, Unity, MonoGame, Cocos2d-x
- Perforce, Plastic SCM, Git
- Jira, YouTrack, TeamCity, Jenkins

REFERENCES

Available on request