

TOYAN GEORGE GREEN

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I am an experienced gameplay programmer with a proven track record of contributing to the development and successful launch of several AAA titles. My approach to work revolves around taking ownership and responsibility, emphasizing not only coding proficiency but also effective planning and open communication. I thrive in collaborative environments where teamwork, transparency, and mutual respect are valued as highly as project success. I am eager to further advance my skills and contribute to meaningful projects whilst having fun amongst like-minded people.

EXPERIENCE

NOVEMBER 2021 – PRESENT

INTERMEDIATE PROGRAMMER, SONY FIRESprite

- Gameplay & game systems programmer across multiple projects (C++)
- Sea of Thieves Season 6
- Horizon Call of the Mountain
- Unannounced Unreal Engine game

JULY 2020 – NOVEMBER 2021

PROGRAMMER, CODEMASTERS

- Game team programmer on Dirt 5, and live service plan (C++)
- Game programmer on unannounced Unreal Engine racing game (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