

Experienced programmer and director/co-founder of a successful game development company with almost three years of industry expertise. Strong foundation in C# programming and Unity, coupled with a proven track record in business management. Seeking new opportunities to further expand knowledge and skills in the gaming industry.

KEY COMPETENCIES

C#/C++ Programming

Unity Engine

Multi-platform development

Interdisciplinary working

2D and 3D game development

Design and prototyping

Source control

Agile development

Client relations

PROFESSIONAL EXPERIENCE

Fishtin Games Co-founder / Programmer

Jan 2023 - Present

As a co-founder, it was necessary for me to assume a multifaceted role within the company. I took on the main managerial responsibilities whilst also maintaining my contributions as a programmer.

- **The Zhukov Line:**
 - Developed initially for ScreamJam 2023, [Zhukov](#) is Fish Tin's first fully released PC game which launched on Steam and Itch.io in 2024. I was responsible for implementing all core UI and settings in the game as well as other systems such as the monster tracking and email mechanics.
- **Planet X:**
 - I collaborated with the [Planet X](#) team for eight months, concentrating on Unity-based mobile game development exclusively for Android and Apple devices. My responsibilities included bug fixing, gameplay programming, UI configuration, and backend system interactions.
- **Mini Crunch**
 - Developed initially for the Boss Bunny Game Jam and picking up 3rd place out of 1056 teams, [Mini Crunch](#) is an endless runner mobile game which was iterated upon and released on the Google Play store. I was responsible for core gameplay mechanics such as the lane switching, pickups and all UI elements and settings.
- **Project Rust:**
 - Rust is an own IP prototype being developed by Fish Tin. I have created UI mockups and developed the core gameplay mechanics such as enemy AI and skill trees/leveling systems. Responsible for programming the proposed mechanics in-engine, including the player controller and four distinct enemy AI agents from a set of designs.
- **[Going Yonder](#)**
 - Developed for DARE Academy 2020, where my team and I reached the finalist stage.

Pocket Sized Hands Games Programmer

Sept 2021 - Jan 2023

I progressed in this position from Junior Programmer to Games Programmer. I was given ownership of projects and features for numerous clients.

- **[Peaky Blinders: The King's Ransom](#)**
 - As a programmer, I worked on the multiplayer VR social mode for the game. Leveraging Photon for networking, I helped to elevate the gameplay with new networked and social features such as a player emote system.
- **[Dish Life](#)**
 - I was given ownership of the implementation of localization support for the game, with a specific focus on enabling German language compatibility. This project familiarised me with integrating Unity's localisation framework and also entailed rectifying UI-related bugs to ensure seamless German translations.

- **Unannounced Project**

- Using GameMaker, a previously unfamiliar engine and language, I acted as the sole programmer developing a Jackbox Games-style game. I engineered both the host and client applications while integrating networking functionality, as well as creating dialogue systems and game UI.

EDUCATION

Abertay University

BSc Computer Games Application Development - 2:1 Degree with Honours

2016-2021