

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# Programming	Interdisciplinary working	Source control
Unity Engine	2D and 3D game development	Agile development
Multi-platform development	Design and prototyping	Client relations

PROFESSIONAL EXPERIENCE

Fishtin Games

Jan 2023 - Present

Co-founder / Programmer

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.

- **Project Rust:**
 - As one of our proprietary IP titles, I played a significant role in the design process. My tasks involved creating UI mockups and developing 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.
- **Planet X:**
 - I collaborated with the Planet X team for six 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.

Pocket Sized Hands

Sept 2021 - Jan 2023

Games Programmer

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.

Fruitlab Media Ltd

Jan 2021 - July 2021

Game Development Intern

EDUCATION

Abertay University

2016-2021

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