KIERAN ADCOCK

UNITY DEVELOPER

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Portfolio Website

PROFESSIONAL EXPERIENCE

CO-FOUNDER / PROGRAMMER

Fish Tin Games | 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 initally 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.

GAMES PROGRAMMER

Pocket Sized Hands | 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.

GAME DEVELOPMENT INTERN

Fruitlab Media Ltd | Jan 2021 - July 2021

EDUCATION

BSC COMPUTER GAMES APPLICATION DEVELOPMENT - 2:1 DEGREE WITH HONOURS

Abertay University | 2016 - 2021