

# KIERAN ADCOCK

## SOFTWARE ENGINEER

Portfolio Website

kieranadcock99@gmail.com

Software engineer nearing 5 years of industry experience as a generalist gameplay and systems programmer with a speciality in UI implementation. Strong background in Unity, C# and Typescript combined with experience co-founding and directing a game studio. Proven ability to take ownership of features from concept to delivery, solve complex technical problems and adapt to shifting production requirements. Currently seeking opportunities to contribute to high quality development projects whilst expanding my technical stack.

### EXPERTISE

- C#
- Unity Engine (2D/3D)
- Typescript
- User Interface Implementation
- Gameplay & systems programming
- Multi-platform development
- Interdisciplinary working
- Agile workflow (Jira / Confluence)
- Source control (Git / Perforce)

### ADDITIONAL TECHNOLOGIES

- C++
- Python
- Javascript
- Gamemaker Language
- PhotoShop

### PROFESSIONAL EXPERIENCE

#### Coatsink Programmer

April 2024 - Present

- [BattleKin](#) (Meta Horizon Worlds / VR)
  - Took ownership of core UI systems across multiple features, delivering designs from prototype stage through to shipped implementation.
    - These features include a daily rewards system, first time user experience tutorial mode and party management screens.
  - Contributed gameplay, systems and bugfix work on BattleKin, specialising in Horizon World's UI systems.
  - Delivered completed features while coordinating closely with designers, artists and producers to adapt to evolving client and engine requirements.
  - Improved UI stability and maintainability through refactoring.

#### Fishtin Games Co-founder / Programmer

Jan 2023 - March 2024

- Co-founded an independent game studio in 2020 and contributed part-time alongside full-time employment before transitioning to a full-time development role in 2023.
- Managed production planning, technical direction and team coordination.
- Delivered programming across UI, gameplay, tools and support for shipped titles.
- [The Zhukov Line](#) (PC - Steam / Itch)
  - Implemented all core UI and game settings.
  - Built progress tracking systems, email mechanics and tutorialisation features for first time players.
  - Managed implementation of features through design and development, into UAT and release.
  - Shipped the game commercially on Steam following an initial ScreaMJam prototype, reaching over 130 positive reviews.
- [Planet X](#) (Mobile)
  - Worked with an external team for 8 months on Unity based mobile development.
  - Delivered gameplay features, UI configurations and bugfixing.
- [Mini Crunch](#) (Mobile)
  - Programmed core gameplay mechanics including lane switching and pickups.
  - Designed and implemented all in game UI, implementing tutorialisation and shop functionality.
  - Supported post jam improvements leading to full Google Play release.
- [Going Yonder](#) (PC - DARE Academy Finalist 2020)
  - Developed for DARE Academy 2020, where my team and I reached the finalist stage.

- [Peaky Blinders: The King's Ransom](#) (VR)
    - Developed features for multiplayer VR social mode using Photon Networking.
    - Implemented networked social systems such as an interactive player emoting system.
  - [Dish Life](#) (PC / Mobile)
    - Owned the localisation implementation for German support, making use of Unity's localisation tools.
    - Resolved UI and text layout issues to ensure seamless translations.
  - Unannounced Project (GameMaker)
    - Sole programmer on a Jackbox style party game, delivering both host and client applications.
    - Built networking, dialogue systems and full UI whilst working with an unfamiliar engine and language.
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- Worked as part of a small multidisciplinary team, rapidly prototyping game mechanics in Phaser, a HTML5 game framework.

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## EDUCATION

**Abertay University**

2016-2021

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

Dissertation: *Improving performance for computer games through data-oriented programming.*

An evaluation of data oriented programming methods to enhance performance in computer games using Unity DOTS(Data Oriented Technology Stack).