Liam Waters

Gameplay programmer who loves turning ideas into fun, responsive experiences. Comfortable building mechanics, AI, and UI in C++ and Unity/Unreal, and always up for solving tricky problems with a creative twist. Passionate about making games that feel great to play.

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EXPERIENCE

Flix Interactive, Bromsgrove — *Level 1 Gameplay Engineer*
JUN 2023 - PRESENT

Tasked with developing features and supporting releases as a support studio engineer, my responsibilities vary on a per client basis. I have worked professionally in both unreal engine and unity. Below I've listed the core responsibilities I've tackled.

- Console/Platform Development, Tooling and UI Programming
- Technical Designs and Implementations - Feature work
- Optimisations, Profiling and bug fixes.
- Task scoping, delegation and Mentoring Juniors

We Game Games, Stoke-on-Trent — *Technical Lead*
FEB 2023 - APR 2023

A vertical slice startup where my responsibilities included game direction alongside the other discipline leads, end-to-end task management for juniors, establishing production pipelines between departments and supporting the overall welfare of the 21 person team.

Bulldog Studio, Stoke-on-Trent — *Game Developer*
JUN 2022 - AUG 2022

My responsibility was to design and implement features and organise cross-disciplinary meetings. Developed a 'metaverse' inspired project, led through Staffordshire University where the project achieved a gold Tiga award.

EDUCATION

Staffordshire University, Stoke-on-trent (92%)
BSc(Hons) Games Design and Programming (First Class Honors)
SEP 2020 - JUNE 2023

Lowestoft Sixth Form, Lowestoft
SEP 2018 - JUNE 2020

· BTEC level 3 ICT Extended Diploma (D*, D*, D*) ~ Vocational 1,0

· BTEC level 3 Games Design: Merit ~ Vocational 2,7

· A-Level Mathematics: B ~ Abitur 2,0

SKILLS

Unreal Engine, Unity

C++, C#, JavaScript, Python, SQL, LINQ, .NET

Games Networking

Task Management software (ADO, JIRA etc.)

Code Testing and Review frameworks (Jenkins, Horde, etc.)

Physics and Maths for Games

AI Programming (HFSM, GOAP, BT)

UI Design and Implentation (UMG, UIToolkit and uGui)

Procedural Animation

Proficient in the office suite (WORD, PPT, EXCEL)

3D Modelling and 3D Animation

AWARDS

National Citizen Service

Duke Of Edinburgh Bronze.

LANGUAGES

English Native