Liam Doherty

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Skills

Programming Languages: Java ,JavaScript ,C#.
Other Languages: HTML, CSS.
Game Engines: Unity.
Platforms: Windows, Android, iOS.
Programming Software: Visual Studio, Eclipse, JGrasp, Dreamweaver, MonoDevelop.
Other Software: Perforce, Tortoise SVN, 3Ds Max, Autodesk Maya, Blender, Photoshop and Adobe Fireworks.
Plugins(Unity): Revmob, Mixpanel, Itween, doTween, AWS.

Projects

-Shooty Squad
- -Multiplayer FPS game made in unity, released on steam early access.
- -Implemented Photon's networking for peer to peer online multiplayer
- -Created all 3D assets for level creation, character creation and weapons.
- -Implemented offline zombie mode making use of nav mesh.
- -Created and edited trailers and marketing material
- -Created stylised particle effects

- Block Tale
- -Created using C# unity for Android and iOS, released on Play store/Apple store
- -This game was created for a client in a freelance capacity, all art and sound assets were provided and I was responsible for programming it.
- -Rewarded video ads using revmob.
- -Used facebook api to log in user and compare their scores to friends, using ShepHertz App42 for storing the scores

- Slime Break
- -Made using C# unity for Android and iOS, released on Play store/Apple store. Made during my time working at MassDiGI.
- -Worked as part of a team creating a fun addictive mobile game.
- -Part of the whole development process from design decisions to demoing and gaining feedback at various events such as TechJam (Boston) and to various game studiossuch as Harmonix and demiurge studios.
- -I was assigned lead programmer to this project.
- -Implemented object pooling for optimisation
- -Implemented all of the UI.

- Comet Cats
- -Made using C# unity for Android and iOS, released on Play store/Apple store. Made during my time working at MassDiGI.
- -Onboarded onto this project to work on creating persistent variables for UI sliders
- -Helped with some UI animations throughout the project.

EDUCATIONAL QUALIFICATIONS

Letterkenny Institute of Technology:
BSc in Computer Games Development
Includes Modules as follows:
-Advanced Game Design
-Mobile Games
-3D Modelling for Games
-Software Implementation
-Algorithms and Data Structures
-Database Analysis and Design
-Game Programming

About Me
There was once a time when I was addicted to playing video games, this is how I gained interest in the gaming industry. Nowadays I am addicted to making games. When I do find myself outside and not making games, I really enjoy finding ways to get my adrenaline rushing, this could be racing dirtbikes, mountain biking, and I even once found myself attached to a paraglider 3000 feet above the ground !

Referee
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