Reece Waite

Game Programmer

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Portfolio **mithkareece.github.io**

Work Experience

Game Programmer Apprentice - Sumo Digital
Jan 2024 - Present
- Developed an editor for a proprietary engine, implementing UI, gizmos to manipulate a scene, an undo system, organized panels and debugging tools to improve quality of life and workflow.
- Built a Standalone Particle Editor with live UI updates, JSON-based save/load system and compute shader support.
- Created multiple UI systems with editors, with serialisation and adaptive UI based on keyboard/controller.
- Implemented a dopesheet in ImGui to animate any registered game object property in proprietary engine.
- Developed multi-threaded loading screens and animation pose generation.
- Wrote numerous shaders for particle effect, post-processing effects, compute shaders and many more.
- Built various input systems supporting multiple players and control schemes, with UI for remapping controls.
- Developed player mechanics, controls, and camera behavior, iterating based on player feedback to refine gameplay.
- Implemented an AI system capable of grouping enemies toward shared goals and adjusted to change game difficulty.
- Collaborated in a cross-disciplinary team of 30+, developing tools and engine features to improve workflow, debug engine pipeline and extend engine capabilities.
- Participated in QA testing for Oil Strike '75 (Developed for Still Wakes The Deep).

Other Projects/Experience

Unity Combat System
Summer 2022
- I worked extensively with the animation system and created equippable weapon functionality and an AI enemy that utilized the same mechanics as the player.

Uno Multiplayer (Web)
Spring 2020
- Built an Uno clone for the web using Socket.IO for multiplayer, ensuring server-side authority over the game.

Education

Computer Science BSc at University of Warwick
Oct 2020 - July 2023
- Achieved: High 2.1 (69%)

Relevant Experience

Unity Junior Programmer Pathway
July - Sept 2023
- During this course I have reinforced a strong foundation in game development stages and concepts while also gaining greater comfort with a game engine such as Unity.

Lyft Virtual Experience Program
23rd June 2023
- I refactored real-world code examples, applying design patterns and extended functionality using Test Driven Development.

Durhack
19 - 20th November 2022
- Within a span of just 24 hours, our collaborative team effectively leveraged machine learning techniques to swiftly identify and eliminate redundant sensory devices that had been installed throughout the building to improve effectiveness and indicate sensors that could be relocated.

Durjam
26th - 30th August 2020
- I spent four days in my first collaboration on a project and gained first hand experience how important organisation and version control is to a team.

Technical Skills

Visual Studio | Unreal | Unity | Godot

C++ | Python | C# | HLSL | SQL | JS | HTML | CSS | Lua | Java