**Luther Williamson**

Game Programmer

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I am a game developer specialising in Unreal Engine, proficient in Blueprints and C++. Currently, I am learning Multiplayer Programming and Graphics Programming in UE5. Looking to utilise my 3 years' software engineering experience, Oxford Physics education and passion for games to create outstanding and innovative video games as a Game Programmer.

**Skills**

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| * Unreal Engine 5 * C++ * Physics & Mathematics * SQL * Java * Data Structures and Algorithms | * Agile Methodology * Software Integration * System architecture design * Project Management * Optimisation * Debugging and Testing |

**Projects**

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| **“Polygon Dungeon”**  Made a game in 1 week with a combat system that includes sword combo chains, AI enemies, a health system, an inventory system, wieldable weapons and interactable items. | Apr 2024 (1 week) |

* Unreal Engine 5, Blueprints, C++, Perforce, AI, UI, Animations, Level Design

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| **“Enchanted Forest”**  Created a fantasy environment in UE5 using Blueprints. Created realistic landscapes, complex materials and PCGs, and atmospheric lighting, fog and rain. | Apr 2024 (2 weeks) |

* Unreal Engine 5, Blueprints, Perforce, Procedural Content, Environment Design

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| **“Hungry Bunny”**  A 2D top-down arcade-style vegetable collection game where you eat carrots to survive while avoiding angry farmers. | Mar 2024 (2 weeks) |

* C++, GitHub, PlayBuffer

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| **“Food Fight”**  A whimsical text adventure game where you explore a restaurant and battle chefs to present the tastiest food. | Mar 2024 (1 week) |

* C++, GitHub

**Education**

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| **Games Development Bootcamp**  The Developer Academy | Mar 2024 - Present |

* Intense 16-week bootcamp that focuses on teaching Unreal Engine 5, C++ and soft skills required for the games industry.
* Work in small teams to create high-quality video games.

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| **Master of Physics**  University of Oxford – 2:1 | Sep 2016 - Aug 2020 |

* Specialism in Quantum Computing/Information and Condensed Matter Physics.
* Event Organiser for Oxford University Quantum Information Society.
* Treasurer for Oxford University E-sports Society.
* Founder and captain of the Rocket League team.
* Organised and ran weekly horror game nights, video game tournaments and E-sports pub quizzes.

**Experience**

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| **Software Engineer**  The Phoenix Partnership (TPP) | Horsforth, Leeds  Mar 2021 – Nov 2023 |

* Used OOP to create intuitive user interfaces for medical record software, used by over 250,000 clinicians across countries such as the UK, China and Malaysia.
* Wrote well-designed, testable code in the company’s house style at a rate of about 50 changes per 4-week release cycle. All changes were well-documented with unit tests.
* Employed Agile Methodologies to ensure timely delivery of high-quality solutions.
* Developed APIs and integrated with external systems.
* Utilised industry standard SQL to create scalable databases and stored procedures.
* Profiled and optimised performance for both desktop and mobile applications.
* Allocated project work each release cycle to every software development team and was responsible for keeping track of team progress and timings.
* Ran multiple online cooking classes for the company during the pandemic.

**Additional details**

* I have a full UK driving licence.
* Achieved Grade 8 piano and now learn to play scores from films and video games.
* Currently learning Mandarin, aiming to take the TOCFL Band A exam this year.
* 50k+ hours playing video games of all genres. Some favourites of mine are Final Fantasy, Hollow Knight, Mario Kart, Dave the Diver, StarCraft, and Inscryption.
* Regularly attend wine tasting classes.