

Ollie Wright *Game Programmer*

Wallingford, Oxfordshire

Portfolio: ollieportfolio.com

 ollieswright02@gmail.com
 +44 7415 346 751
 linkedin.com/in/ollieswright
 github.com/OllieGuy

PROFILE

As a game developer with **7 years of solo experience** with game creation, I have strong programming experience following industrial practices, as well as foundations in a number of design disciplines. I graduated with a **First Class degree** in Computer Games Technology, creating a number of the highest graded games in my class, and have showcased a **TIGA Best Student Game 2024** award winning group project, created alongside **Frontier Developments**, at the **Barclays Game Frenzy 2024** and **MCM Comic-Con/EGX 2024**, and a solo project at my university's **Graduate Showcase** the year prior, leading to **acclaim and mentorship from developers at Larian Studios**. I built my portfolio website to teach myself HTML, CSS, and JavaScript. Curation, my current major project, will **release on Steam** in June, with a demo available now.

EXPERIENCE

Curation, Circle Back Ltd — *Programming and Design*

September 2023 - Present

Curation is a museum management simulation game originally created alongside Frontier Developments as a university project. I work as a generalist programmer writing clean and maintainable/scalable code for a number of core gameplay systems (such as AI, building, and economy). I also take charge of systemic design, leading playtests and iterating designs/implementations in response to feedback. It won the TIGA award for Best Student Game 2024, and now has a page on Steam, preparing for a Q2 2025 release.

Skills: Unity, C#, Modular AI behaviour, Technical/System Design, Optimisation, QA

Idiot Golf, Personal Project — *Solo*

April 2024 - Present

Idiot Golf is a multiplayer golf demo developed in Unity, using netcode for GameObjects. The focus is on multiplayer synchronisation and designing/implementing systems that encourage emergent gameplay. I also use Unity's Animation Controller to implement responsive character animations, synchronising logic with events.

Skills: Unity, C#, Networking, Design for multiplayer, Unity Animation

Press Space, University Project — *Solo*

February 2023 - May 2023

Press Space is a satirical branching narrative game, inspired by The Stanley Parable. I designed/implemented audio systems, simplistic 3C systems, and scripted narrative events in Unity. It was praised for its design/documentation by developers at Larian Studios after being showcased at UoP's Graduate Showcase 2023.

Skills: Unity, C#, Narrative design, Level design, Full stack development

EDUCATION

University of Portsmouth, Portsmouth — *First Class degree in*

Computer Games Technology (BSc) – September 2021 - July 2024

Graduated with a 4.16 GPA, with each year module mark average being First Class

The Henley College, Henley — *A-Levels – May 2021*

Maths (A) Economics (A) Computer Science (A)

PROFICIENCIES

Visual Studio 2022/VSCode
Unity
Unreal Engine
Git/GitHub
C#
C++
HTML/CSS/JavaScript
Jira/Confluence/Miro
Microsoft Office suite

SOFT SKILLS

Working with teams towards strict deadlines

Meeting and engaging with new people at conferences and industry events

Effective communication, with experience working remotely

Very strong work ethic and willingness to learn

Positive attitude/outlook and enthusiastic approach

INTERESTS

Full stack Game Development

Multiplayer Game Development

Programming

Design iteration and consultation with small teams

Artificial intelligence/machine learning (excluding GenAI)

Media Theory and films

Video and board gaming