Adam Shrimpton

Programmer

UK based game programmer with an interest in code optimisation and Artificial Intelligence. I am willing to relocate to anywhere in the UK for work

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Projects

Dungeon Cook – *Collaborative Game Development 2025 - UE5*

A Fast-paced cooking game blending fighting and dish crafting to create meals for customers. For the duration of this project, I was the Producer, animator and a programmer. Main contributions include weekly sprint meetings, programming interaction & food systems, AI, creating beast & character animations.

The Other Side – *Snappy Gurus Game Jam 2024 – Unity*

Chaotic ship management game created in 10 days as part of the snappy guru's summer jam, for this project I was the Lead Programmer, and my main contributions were the puzzle and interaction systems.

Quiet Quota – *Collaborative Game Development 2024 - UE5*

Hide, Sneak and Steal the king's treasure using various tools purchased from the vender outside the castle. This project I was a programmer, Contributions include Camera Systems, Sprite Manager, Loot Systems, Level Streaming.

Professional Experience

June – July 2025

Lead Programmer – *Oatcake Interactive – UE5*

Paid role in which I was selected as the technical lead for the 'Tower Defence Bee Game' based on my previous performance. In this project I managed the source control, created mechanics, and enforced code integrity throughout codebase.

November 2024 – June 2025

Student Demonstrator – *University of Staffordshire – UE5 & Unity*

I was selected for this paid role, assisting Students with Unreal Engine, Blueprinting and High-Level programming languages (C#, C++) to fix problems. I was approached for this role based on previous merit and competencies displayed throughout my work.

June – July 2024

Lead Programmer – *Bulldog Studios – UE5*

Technical lead for the TIGA award winning game 'Mech Head,' In this role I was responsible for managing a GitHub of ~30 contributors over the course of 6 weeks, leading the programming team. My main contributions to the project included programming the core mechanics and game loop.

Achievements

- Games Design & Programming Course Rep - 3 Years
- Game Department Representative
- Staffs Uni Game Development Society - Sub Committee
- Scouting – 11 Years

Contact Me

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Skills

- C++ & C#
- Unreal Engine & Unity
- GitHub Management
- Leadership & Team Management
- Communication
- Flexibility
- HTML & CSS
- Blender

Education

2022-2025
BSc Games Design & Programming
First with Honours
University of Staffordshire
- TIGA Games Accreditation
- Epic Games Sponsored Labs
- UK's #1 Game Institute

2022
Lowestoft Sixth Form College
ICT & Games Production
D*DD