

Scott Simpson

Programmer

CONTACT

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EXPERIENCE

Evoked Systems, Norwich, UK — iOS Developer

2018-2021

- Developed enterprise iOS applications for clients including EasyJet, DHL, Jet2, TUI, Ryanair and more.
- Took personal ownership of a large scale UI overhaul for one of our core features, including the addition of Dark Mode support.
- Took personal ownership of a file storage system feature to allow pilots to access documents in situations with limited data access.
- Worked in an Agile development process with collaboration across multiple teams.
- Used planning and roadmapping tools including Azure DevOps, Jira, Confluence and Teamwork.
- Used Git for version control using pull requests to contribute to builds.

Game Development Self Learning — Unity & Unreal Engine

You can view my game development portfolio at <https://scottjams.github.io/>.

I have been learning and implementing fundamental game development concepts, with a focus on the following areas:

- AI and Pathfinding
- UI Programming
- Backend Systems (Game state & serialisation)
- Dialogue Systems & Accessibility

I have attended several game development conferences to further my knowledge, including Develop: Brighton and EGX London.

EDUCATION

University of East Anglia — BSc (Hons) Computing Science

Project: Tuning of game parameters to create exciting games.

Key technologies: C++, C#, Unity.

PORTFOLIO

Game Projects

<https://scottjams.github.io/>

GitHub

<https://github.com/ScottJams>

LANGUAGES

Professional experience

- C#
- Objective C
- Swift

University study

- C++

SOFTWARE + TOOLS

Professional Agile experience

- Git
- Jira
- Azure DevOps
- Confluence
- Teamwork Suite

University study

- Unity
- Unreal Engine