Scott Simpson

Programmer

CONTACT

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EXPERIENCE

Unity Game Development — *The Catacombs*

2021-2023

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

I have been implementing gameplay systems across several projects, with a focus on the following areas:

- Gameplay Programming
- UI Programming
- Backend Systems (Game state & serialisation)

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

iOS Developer — *Evoke Systems, Norwich UK*

Dec 2018-Nov 2020

- Developed enterprise iOS applications for clients including EasyJet, DHL, Jet2, TUI, Ryanair and more.
- Took personal ownership of a UI overhaul, 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.

EDUCATION

University of East Anglia — *BSc (Hons) Computing Science*

Project: Tuning of game parameters to create interesting games.

Key technologies: 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 experience

- Unity
- Git
- Jira
- Confluence
- Teamwork Suite

Personal experience
- Unreal Engine