

CULLEN HEUBNER

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PROFESSIONAL SUMMARY

Unity Developer with 7+ years' experience delivering production games to 50K+ users, including Gorilla Tag and Darts Match Live. Experienced in gameplay programming, AI systems, procedural generation, tools development, and multiplayer networking (PUN2/Fusion). Contributes features and tools that increase in-game sales, support live-ops, and improve player experience. Comfortable collaborating across timezones and disciplines in production environments.

PROFESSIONAL EXPERIENCE

Game Developer / Programmer / Coatsink

July 2023 – Present

Working on high-profile VR multiplayer games including Gorilla Tag (30–50K MAU), focusing on networking, core systems, and live-ops in collaboration with international teams.

- Worked on PUN2 to Fusion networking conversion for Gorilla Tag, maintaining dual implementations during the transition.
- Delivered live-ops updates for a production VR game with 30–50K monthly active users.
- Built core mechanics for Battle Pets – Horizon Worlds.
- Collaborated with international development teams across multiple timezones.

Game Developer / Programmer / Motionlab Interactive

Aug 2018 – Jul 2023

Developed features and tools for multiple live production games, contributing to revenue-driving content and improved player experience for titles with 10–20K MAU.

- Created a procedural dart-making tool for Darts Match Live that increased in-game sales by enabling fast content generation.
- Developed custom game modes that contributed to revenue growth.
- Implemented multiplayer reconnection and synchronization systems.
- Built core game mechanics for Dungeon Explorer.
- Handled live-ops, bug resolution, and client support.
- Developed server-side API logic in PHP with MySQL integration.

- Recorded, edited, and implemented game audio.

VR Academy Application Developer / Apprentice | EON Reality

Sep 2016 – Aug 2017

Completed a 12-month VR development program, graduating as one of 12 out of 50 enrollments.

- Developed JavaScript code for VR functionality testing without physical hardware.
- Built VR applications for HTC Vive and Oculus Rift.
- Created AR/VR content used internationally.
- Worked in an Agile development environment.

EDUCATION

EON Reality Innovation Academy – VR Development Training (2017)

CTI Johannesburg – Diploma in Information Systems Engineering (2015)

International Pre-University College Johannesburg – AS-Level (2014)

TECHNICAL SKILLS

Programming: C#, .NET, Unity, JavaScript, TypeScript, PHP, SQL

Game Development: Gameplay Programming, AI Systems, Procedural Generation, Multiplayer Networking (PUN2/Fusion), Live-ops, Tools Development

Technologies: MySQL, Git, Unity Cloud Build, Blender, VR/AR Development, Performance Optimization, AI LLM RAG tools, Claude Code, Google Gemini, MCP server tools

Methodologies: Agile Development, Cross-functional Teamwork

Platforms: Mobile, VR, PC

KEY PROJECTS

Horizon Worlds – Battle Pets (Coatsink)

- Core mechanics, multiplayer logic, procedural generation, and AI systems.

Gorilla Tag (Coatsink)

- Networking conversion PUN2 → Fusion, maintained dual implementations, live-ops.

Darts Match Live (Motionlab)

- Procedural dart tool improving sales, multiplayer sync systems, live-ops support.

Dungeon Explorer (Motionlab)

- Multiplayer rogue-lite mobile game, procedural generation, AI systems.

ADDITIONAL INFORMATION

Strengths: Problem-solving, collaborative communication, technical mentoring, quality-focused development.

Interests: Unity/Unreal development, VR/AR, 3D modelling, travel, piano.

References available on request.