



```
nabi::Reflection::Creation  
  
// Override Entity Components (std::vector<ComponentData>& componentData,  
ntt::hashed_string const propertyComponentRef, entt::hashed_string const  
propertyData const* const propertyDataOverride) NABI_NOEXCEPT  
  
// Loop through all of the component's properties defined in xml  
for (ComponentData& componentData : componentData)  
{  
    // If the property is referencing this component  
    if (componentData.m_Id == propertyComponentRef)  
    {  
        // ...  
    }  
}
```

PROFILE

I am a Gameplay Engineer with over two years' industry experience working on the award winning Forza Horizon series where I have owned and developed multiple features. I am experienced with C++, C#, Unity & Unreal, and hold a first-class degree in Games Technology. I have also built a number of personal projects, including a C++ game engine and released a game on Steam. For details on these projects and more, please see my [portfolio](#).

EXPERIENCE

Playground Games – Gameplay Engineer

September 2024 – Present, Leamington Spa

- Feature development for [Forza Horizon 6](#) (due to be released in 2026), primarily using C++.
- Worked with designers and content creators, managing multiple workstreams & maintaining quality.

June 2022 – June 2023, Leamington Spa (*placement year*)

- C++ & C# development in bespoke engine for [Forza Horizon 5](#) on the Gameplay and Live teams.
- Shipped [Horizon Rally Adventure](#) DLC and [Event Lab 2.0](#) on Xbox and PC.
- Investigated, planned and produced end to end automated testing solution using [BotBrain](#).
- Collaborated internationally with Microsoft Studios based in the USA and Poland.

SKILLS

Technical

C++, C#, Version Control (Perforce/Git), Testing, Continuous Integration (TeamCity), Visual Studio

Engines

Bespoke C++ Engine @ Playground, DirectX (own engine), Unity, Unreal / Visual Scripting

Personal

Teamwork, Communication, Presentation, Planning, Time Management, Mentoring, Leadership

Miscellaneous

Steam API, Xbox & PS SDK, Python, VR, Rust, Power BI, Kusto, Web (HTML/JS), Teams/Office Suite, Korean

EDUCATION

University of the West of England – Games Technology BSc (Hons)

UWE is TIGA Accredited

September 2020 – June 2024, Bristol

- Grade: [1st Class](#). Nominated for TIGA Programmer Of The Year & received 3 Dean's List awards.
- Notable Projects: [Nabi Allocator](#) (C++ memory allocator) & [Project ZipZip](#) (released on [Steam](#)).
- Senior Engineer at [The Foundry](#) in-house studio in my final year.
- Gained [ILM Award](#) in Effective Mentoring whilst supporting first year students.

Lord Williams School – A Level & GCSE

September 2013 – June 2020, Thame

- 3 A Levels, grade A & 9 GCSEs, grades 7-8, including Maths (7) and English (8).

References are available upon request.