



# Rian Arthur Rutherford

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## About Me

**Languages** - English | **Specialisation** - Unreal Engine | **Country** - England, UK

Graduate Unreal Engine 5 C++ programmer, started coding in 2017. I have released 10 small games on itch.io over 3 years from 2022-2024 inclusive ([itch profile page](#)).

I want to work towards becoming a networking specialist for multiplayer games because I want to work on potential successors to games like Planetside 2. To improve my knowledge and experience with netcode for games, I recently started a side project in Godot 4 and Rust called [Arcade](#). It's a multiplayer, 3rd person, spaceship, PvP game.

## Education

### **BA(Hons) Game Development: Programming**

Falmouth University, England; 2021 - 2024

### **Level 3 Computing BTEC Extended Diploma**

Weston College, England; 2019 - 2021

## Skills

### **Programming Languages**

C++ | Rust | Blueprints | Python  
| GDScript | C#

### **Game Engines**

Unreal Engine | Godot | Unity | Bevy

## Work Experience

### **Blockception**: Nov 2017 - Nov 2022

Freelance programmer at Blockception making Minecraft Maps.

Made: The Moa'ul Mountain, Dragon's Tale, and Mountain Retreat.

### **Weston Place Agency**: Sept 2020 - May 2021

Website design team leader at Weston Place Agency. Responsibility: manage design team and website production.

### **Oracle Falls**: Jan 2017 - Aug 2017

Credited volunteer game tester on Oracle Falls by Evil Robot Empire.

## Projects

### **Swamp Fell**: Sept 2023 - May 2023

3D game with action combat and questing, made in Unreal Engine 5. Team of eight. Worked on modular health component, enemy AI, and quest system.

### **Wrong Turn at...Convention**: Dec 2023

2D roguelike made using [Bevy](#) and Rust for a game jam. I made the AI and camera controller. Video by team member [here](#).

### **Cyberturn**: Sept 2022 - May 2023

Team of six. Turn-based game made in Unreal Engine 5. Core systems programmer: worked on AI and tile movement system.

### **Demise**: Dec 2022

Multiplayer game made in Unreal Engine 5 in one week. Worked as a solo developer.

### **Sentinel**: Jan 2022

2D game made in Godot 3 for a game jam, uses 3rd party assets. Worked as a solo developer.

### **LANSpace**: Oct 2021

Multiplayer 2D game made using Python 3 and PyGame. Worked as a solo developer.

## Interests

I like playing Dungeons & Dragons, watching anime, and occasionally playing video games; RTS and MMO are my favorite game genres.

Most recently I enjoyed playing Helldivers 2, Homeworld: Deserts of Kharak, and Higan: Eruthyll.

Some of my favorite animes are: The Misfit of Demon King Academy, Gate, and BOFURI.