# Liam Warner

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# *Unity C# Developer*

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| Summary | | Technical Skills |
| Highly motivated and quick learning programmer with a focus on Unity C# but with various hobbyist level experience in other related technologies. I am entirely self-taught. All skills listed I have learnt from scratch using books and online resources. I am extremely quick to pick up new systems and languages and I’m highly adaptable to having to work in new environments/ with new systems I am not familiar with. Experience[Terran](http://store.steampowered.com/app/427970/) – Gameplay Programmer(2 months – Left due to exams) Early 2016  Developed, improved and debugged Heathen Engineering’s Terran, a game now on Steam Early Access. My work there was limited due to education taking priority and my work mostly comprised of creating the basis for systems and data structures that were later added to and used in the current product. | | Unity C# Expert  Unity Physics Intermediate  Unity Particle Systems Intermediate  Unity Mecanim Basic  Unity Networking Basic  Unity UI Intermediate  Scripting(Lua) Intermediate  Graphics Programming(CG/HLSL) Basic  Front End Web(HTML,JS,CSS) Intermediate  Back End Web(PHP,ASP.Net MVC) Expert  Version Control(Git) Intermediate  SQL Intermediate  Self-Learning AI(Neural Networks/NEAT) Basic  TCP Programming (C# .Net) Intermediate  Agile Development Basic  Blender(3D Modelling) Basic  Adobe Photoshop Basic  Adobe Premier/Sony Vegas Intermediate |
| Examples of Work Copies of the work listed below can be produced on request | | |
| Project Zeus | A work in progress 2D platform shooter game managed by myself consisting of 2 programmers, 2 artists, a sound producer and a composer. The project is still in early stages but we’ve had interest from small indie publishers. | |
| Unity A\* Pathfinding | A small project showing dynamically generated A\* Pathfinding that can be modified to allow for higher accuracy, dynamically set areas to be non-accessible based on their geometry. | |
| [Jelly Doughnut](http://jellydoughnut.co.uk/) | A hobby web development group set up by myself and a friend. I handle most of the back end (SQL, ASP.Net MVC/ PHP) and him most of the front-end. | |
| C# .Net TCP Chat Room | A chat room using TCP connections coded entirely in C# .Net with no external libraries. It uses a server-client connection and allows features such as user-based text colour, “/” commands, Temporary/Permanent I.P bans and more. | |
| Unfinished RPG | An unfinished Unity project showcasing lots of OOP structure with multiple layers of class inheritance and complex data structures to handle things like spell books, bit flags for storing weapon element types etc. | |
| Unity NEAT Self-Learning AI | A small project that showcases the use of NEAT ([click here](http://nn.cs.utexas.edu/downloads/papers/stanley.ec02.pdf)), to allow a Neural Network to finish a simple Unity platformer. While training is processor heavy, this could be used with much experimentation to create and tweak actual game AI. | |
| “Drunk Filter” HLSL/CG Shader | Graphics Programming in CG is my newest focus so while my abilities are not yet refined enough for professional usage, I have included here a “Drunk Filter” to showcase the speed of my learning. The filter offsets pixels by using the current pixel position + sin (time) to create a wavy full screen drunk effect. This comes with various properties that can modify the effect. | |