

Olly Hixon-Fisher

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Work samples: <https://github.com/januaryonlakestreet/WorkSamples>

Summary

I am a motivated and dependable developer capable of quickly prototyping complex mechanics using a variety of tools and engines, having worked previously as a software developer I have experience working in situations that require me to be a self starting and hardworking individual.

Having previously worked as a software developer not in the games industry, I am looking to move into the games industry upon completion of my masters.

Good ability with the following:

- c#
- unity
- unreal engine(blueprints)

ok ability with the following:

Unreal engine(c++)

Some ability with the following:

- 3ds max
- photoshop

Experience

Junior Software Developer

Signals Ltd

Jul 2019 - Jun 2020 (1 year)

Made redundant due to a lack of available work due to Covid.

- I acted as first line tech support during these sales campaigns and liaised with Xerox representatives, to facilitate further development ideas.
- I developed a number of internal tools to assist Signals.
- Liaised with Xerox representatives to keep a number of tools up to date, adding and removing products where necessary, also doing additional development work when the opportunity presented itself.

products worked on

My rewards - www.signals.co.uk/portfolio-item/xerox-my-rewards/

Collateral Creator - www.signals.co.uk/portfolio-item/xerox-a-more-efficient-sales-force/

Product Configurator- www.signals.co.uk/portfolio-item/xerox-product-configurator/

Key skills gained

Agile development experience / MVC / SQL / JavaScript / jQuery / web forms / vb6 / Entity framework



Shop Assistant

Thames Hospice

Jun 2018 - Sep 2018 (4 months)

Education



Kingston University

Master of Science - MSc, Game Development (Programming)
2020 - 2021

Topics covered include :- Computer vision / AR / VR / Genetic algorithms / reinforcement learning / Bayesian statistics/ steering behaviours / developing for PlayStation 4 / intelligent agents / programming for live services / steam integration. / machine learning / tensor flow / Multiplayer development.

Thesis :- A generative adversarial network(neural networks) approach to 3D level generation.



Staffordshire University

BSc - Computer Game Design and Production Computer Game Design and Production
2017 - 2019

Projects worked on



Tanks-A-Lot (2019)

Tanks-A-Lot is a party game in which the players control small cartoon-style tanks in various game modes including Capture the Flag, Deathmatch, and others.

- role: technical lead and vehicle handling programmer
- Development time 6 months
- Team: 7 artists 3 techs 3 designers
- Technologies: Ue4(Blueprints)



A study in secrecy (2018)

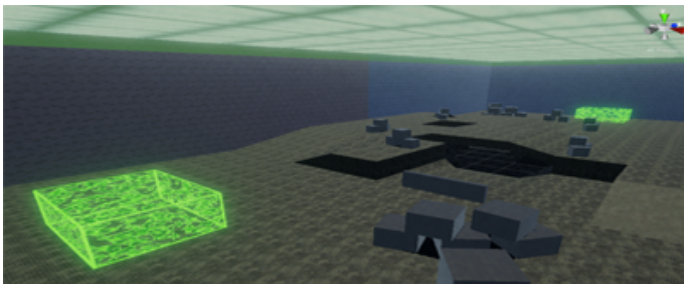
A study in secrecy is a procedurally generated sci-fi puzzle game, where the player takes the role of a hacker breaking into different mega corps servers.

- Role: programmer and level designer and proc gen system programmer.
- Development time 10 months
- Team: 1 designer 2 programmers and 5 artists
- Technologies: ue4(blueprints | **c++ port available**)

DunGan(2021)

A tool for Unity to allow for Generative adversarial neural networks to be used to generate levels.

- Role: sole developer
- Development time: 6 months
- Technologies: Unity(c#)/Python



Multiplayer 5 vs 5 FPS prototype(2021)

- Role : programmer
- Development time: 3 months
- Team: 1 designer 2 programmers
- Technologies: Unity(c#)

