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 | ok ability with the following: | Some ability with the following |
| --- | --- | --- |
| * c#. * unity. * unreal engine(blueprints) * quickly prototyping mechanics * Working in an agile environment. | * Unreal engine (c++) * Writing up design documents(Tanks-a-lot,A study in secrecy). | * 3ds max * photoshop for games |

# Work 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/](http://www.signals.co.uk/portfolio-item/xerox-my-rewards/)

Collateral Creator - [www.signals.co.uk/portfolio-item/xerox-a-more-efficient-sales-force/](http://www.signals.co.uk/portfolio-item/xerox-a-more-efficient-sales-force/) Product Configurator- [www.signals.co.uk/portfolio-item/xerox-product-configurator/](http://www.signals.co.uk/portfolio-item/xerox-product-configurator/)

#### Key skills gained

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

## 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)

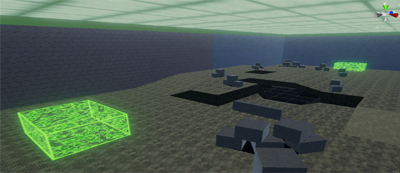
A study in secrecy is a procedurally generated sci-fi puzzle game, where the player takes the role of a hacker breaking into different mega corps servers.

* + 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#)