# ANT SKILTON
Software Developer

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## EXPERIENCE

**Cartographic Interactive**
Bounties of Babylon
August 2023 - Present

### Founder & Lead Developer
- Commercial product, all development & business roles.
- AI, Tile System, FSMs, Input, Rendering, Content validation
- steampowered.com/app/2712650 - PC Steam. Unity.

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**TAINA Tech**
April 2023 - July 2023
(Contractor)

### Full Stack Developer
- Fintech regtech scaleup working with banks, delivery team.
- Created digital Canadian tax forms, C# for backend validation, view in React and Redux.

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**King**
Candy Crush Saga
Sep 2022 - Feb 2023
(Contractor)

### Senior Tools Developer
- Developed 2 data refactoring Python tools from design, implementation through to user support in PySide2 and Qt.
- High level project workflow road map tools planning (ER Diagrams / flow charts / decision trees / validation checks) with project stakeholders on both Candy and in-house tech departments. (In-house engine).

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**Moon Studios**
Online Multiplayer RPG
Mar 2021 - Sep 2022
(Contractor)

### Senior Software Developer
- Developed and maintained inventory and equipment systems for an RPG. (Unity).
- Extended existing UI framework to suit design requirements.
- Created and maintained editor tooling in support of designers.
- Company wide progress presentation updates on my feature development.

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**Mediatonic**
Fall Guys
Cancelled Stadia Project
Dec 2019 - Mar 2021
(Contractor)

### Senior Software Developer
- Tooling design with engineering, art PCG data setup.
- Content pipeline scripting for modular PCG pieces.
- Fall Guys technical content creation and optimisation.
- Colleague mentoring and technical documentation.
- (Unity).

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**Microsoft Rare**
Sea of Thieves
Oct 2018 - Sep 2019
(Contractor)

### Senior Software Developer
- Optimised GPU performance, profiling and bottleneck analysis, then fixed the blueprints. (Unreal Engine).
- Lots of bug fixing from new and old content.
- Authored technical documents for the content team.

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**Rebellion Developments** — Jan 2017 - Sep 2018, (In-house Engine)

**Playsport Games** — Dec 2015 - Jul 2016, (Contractor), (Unity)

**Foster + Partners** — Nov 2013 - Sep 2015, (Cryengine, UE4)

## EDUCATION

- British University educated, graduated with first class honours and represented the swim team in the national Championships.
- Grammar school educated with Technology, IT and Art A-Levels.

## TECH

- C#
  - Client-side, Monobehaviour with Unity
  - FSMs, Input Handling, Game Frameworks, SRP
  - Server-side commands in an ECS architecture
  - API routing, CRUD
  - Relational databases & SQL

- Python
  - PySide2 and in house libraries
  - Qt Designer

- JS
  - React, Redux
  - MVC

- Rust (hobbyist level)
  - Crates, ownership and reference understanding
  - Serde, HTTP requests, error handling
  - eGUI for the view

## SKILLSET

- Strong proficiency in software design patterns, data modelling and adept at designing scalable and maintainable software solutions.

- Proficient in version control systems (VCS) such as Git and Perforce, including branching strategies, pull requests, and conducting code reviews to ensure code quality and collaboration.

- Skilled in error handling, unit testing, and content validation to ensure robust and reliable software applications.

- Experienced in Agile methodologies, including bug and task tracking using platforms like Azure DevOps, Jira, and Confluence. Proficient in practical spreadsheet planning for project management.

- CPU / GPU profiling experience. Able to identify and address unoptimised content.

- Well versed in refactoring and code housekeeping.

- Proficient in setting up and managing continuous integration processes using tools such as TeamCity and Jenkins to automate build and test workflows.

- Visually driven, with a keen interest for user experience and interactive journeys.

- Concise technical writing and documentation.

- Practical applied knowledge of 3D math in geometry and algebra.

- Colleague mentorship and management. Good grasp of being able to onboard to a new project and "understand the ship's course".