

About:

Game developer with a love for crafting unique, fun, and memorable experiences. Three years of experience under the belt, working solo and with teams as a programmer.

Skills:

Programming: C#, Python, C++, JavaScript

Game Engines & Libraries: Unity, Godot, Unreal Engine 5, PyGame

Tools: Rider, Visual Studio, Git, SourceTree, Hansoft, Trello, Photoshop, Draw.io, Davinci Resolve

Miscellaneous: Agile/Scrum, MVC & MVVM architecture, Front-end web development, Graphic design, VR game development experience, Documentation writing

Education:

University of Greenwich – London, UK
BSC in Games Design & Development
First Class Honours

September 2019 – July 2022

Key modules included OOP, Procedural generation, Networking, Game design, and 3D Modelling, animation & cinematics. Various game projects were developed independently and in teams.

Hobbies & Interests:

In my free time I like to write stories & characters in worlds that I hope to bring to life someday! I'm always getting inspired by the films, shows & comics I enjoy, and love learning about the process behind making them.

On occasion I also like to organise Game Nights, whether it be board games, party games or online-multiplayer games.

Some of my favourite games include *Portal*, the *Prince of Persia: Sands of Time* trilogy, *Final Fantasy X*, *CIV 5*, *Resistance: Fall of Man*, *Transistor*, *Little Big Planet 2*, and *Telltale's The Wolf Among Us*.

Experience:

Junior Software Engineer (UI) – Sonic Mobile Team

SEGA HARDlight, England – July 2022 – Current

- Collaborated with artists & designers on the development of several major UI/player-facing features on live service titles *Sonic Dash* & *Sonic Forces: Speed Battle* as the primary programmer.
- Developed tools to optimise the Character Creation pipeline on *Sonic Dash*, doubling the rate at which new characters can be implemented annually.
- Developed Editor-GUI extensions for Unity that allows other teams within the studio to produce tools that share a consistent design language & layout.
- Improved key areas within the *Sonic Dash* codebase to allow for greater scalability of new & existing UI systems, as well as greatly improving performance on low-end devices.
- As the first in the role, I wrote studio-wide documentation on UI implementation & best practices within Unity that is shared with other engineers & artists. This has been used to help onboard those in the same role that have joined after myself.
- Occasionally carried out duties as the engineer assigned to a release. This meant communicating with different disciplines to ensure the release is on schedule, and serving as the point of contact for any issues that may arise during QA testing or while monitoring metrics post-release.

Projects:

Sunseekers | 3-8 player social deduction game

Unity | Team of 4 | October 2021 – March 2022

- Rapidly prototyped gameplay ideas and iterated the core gameplay loop based on playtest feedback.
- Implemented Unity Netcode to facilitate peer-to-peer lobbies.
- Designed & implemented the game's UI.
- Implemented a player avatar customisation system that can be seen by other players in the multiplayer session.
- Led bi-weekly sprints and managed teammates' tasks on Trello.

Submarine Escape VR | Immersive puzzle game

Unity | Team of 3 | February 2022 – March 2022

- Implemented teleportation locomotion with comfort features to reduce motion sickness.
- Implemented diegetic holster inventory, hand physics & interaction systems.

Robots May Cry (Global Game Jam) | 2D puzzle platformer

Unity | Team of 5 | January 2021

- Implemented character controller with modular body parts & body disassembly mechanic.
- Implemented lost memory events.
- Designed various gameplay & narrative features that didn't make it to the final build e.g. a karma system.