



Liam Beckett

SOFTWARE ENGINEER

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I'm a self-motivated, Software Engineer working in Game Development with a specialization in Unreal Engine with C++. My soft skills are one of my biggest strengths which enables me to work effectively and efficiently with a variety of disciplines. It has also afforded me the ability to have great success in the role of technical lead on multiple projects with several high-profile clients. I have relocated to England from New Zealand and am actively looking for work opportunities with immediate start dates. I hold a Youth Mobility Scheme Visa valid through June 2025.

Experience

DECEMBER 2018 - JUNE 2023

CerebralFix, Christchurch – *Senior Game Developer*

At CerebralFix we worked on a variety of projects from traditional games to location-based experiences. Most of the work in my case involved using Unreal Engine 4 and then 5 with C++. In terms of the work I did at CerebralFix, I started doing more mobile games and moved quickly to location-based experiences. These ranged from large-scale overseas-based installations to smaller local experiences / toolkits which could be used to supplement the story the client was trying to tell.

- My role at CerebralFix expanded to being a Technical Lead on various projects, this involved some of the following responsibilities:
 - Scoping incoming projects.
 - Tracking milestones and adjusting the roadmap as requirements changed.
 - Working with external developers and liaising with high-profile clients, such as Disney Parks.
 - Ensuring communication was high in the team and that everyone had clear goals and direction.
- CerebralFix has enabled me to work with Unreal Engine's emergent technologies, doing rapid prototyping in an R&D team. One specific example was working on a Virtual production prototype which was further refined to create an award winning short film.
- In 2022, I took on the responsibility to refresh and manage the internship program, giving a new set of students the opportunity to gain first-hand experience in the industry.

2022 - PRESENT

Personal Project

A former colleague and I have been working on a Colony Simulator game in Unreal Engine using C++ in our free time. We are both developers so currently, we are just using placeholder assets as we try to figure out the core game loop. But it has been a great chance to explore some of the new features of Unreal Engine. In particular, the Mass Entity System seems an excellent solution for having lots of actors and objects in a level which is something we require in our game.

Education

2015 - 2018

University of Canterbury, New Zealand

Bachelor of Engineering with Honours – BE, Software Engineering

Skills Outline

- Unreal Engine with a strong understanding of C++
 - Technical Lead
 - R&D and Rapid Prototyping
 - Performance for Version Control
- Phaser with a strong knowledge of Typescript
- Additional experience with Unity, C#, Python
- Experience managing and participating in Scrum and Agile processes
- Ability to communicate clearly and efficiently
- OO Design knowledge
- Adaptability and flexibility
- Scoping and Roadmapping

References

Written references are attached with excerpts below, further details are available upon request.

Chelsea Rapp

Chairperson | New Zealand Game Developers Association

Head of Corporate Strategy | CerebralFix Ltd.

Games Ambassador | University of Canterbury

Ministerial Advisory Member | Trade for All Advisory Board (MFAT)

Board Member | Regional Skills Leadership Group – Canterbury (MBIE)

Board Member | Digital ITP Partnership Board (MBIE)

“He is one of those rare game developers with both the exceptional communication and the organisational skills needed to ensure that the project milestones are properly evaluated and the risks are identified early. In doing so, he creates a stable environment for his fellow developers while also coordinating with the other product disciplines to maintain a cohesive project team.”

“Not only do I recommend him, I can say with confidence that Liam is a ‘unicorn’ developer - one with both technical and people skills - that I have only seen 3-4 of in my career; he will be sorely missed.”

Keegan Gibson

Lead Programmer at CerebralFix

Specialising in Unreal Engine

“I have worked closely with Liam on a variety of projects over the years and can speak to his high degree of competency in his field. Liam holds himself to high coding standards as he does with all aspects of his role, earning himself the Senior title at CerebralFix. Liam is proficient in working with Unreal Engine and has a solid grasp of C++. He is adaptable and a quick learner, picking up new skills and able to work with emergent technologies such as Virtual Production and other experimental features as they come into early release for Unreal Engine.”