

# Tsun To

GAME PROGRAMMER · TOOL SPECIALIST

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## Summary

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Currently a Tool Programmer at Auroch Digital with 5 years of industry experience and expertise in Unity.

Contributed to the release of titles on a beloved IP for Apple Arcade in the past, and have released titles in both desktop and mobile platforms. My well-rounded skill set also includes commercial experience in developing enterprise applications. Comfortable working in an agile team with code review and continuous development.

## Work Experience

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### Sumo Group - Auroch Digital

*Bristol, United Kingdom*

TOOL PROGRAMMER

*Oct. 2022 - Now*

- In charge of an in-house data editor to overcome Unity's limitation on serialization. Improving code team's efficiency and supported designer's need on complicated data structure, with planned future UGC support.
- Cooperated with artists and extended Unity's timeline tool to create cinematic cutscenes for [Mars Horizon 2](#).
- Building a code generation tool for UI programmers. Improving programmer's efficiency and catching bugs before they surface in the build.
- Created logging package to allow for better debugging in a complicated simulation game.
- Making core gameplay system for Mars Horizon 2, occasionally helping out in UI programming.

### Q-Games

*Kyoto, Japan*

GAME DEVELOPER

*Nov. 2020 - Aug. 2022*

- Cooperated with artists to create the main character in [Frogger and the Rumbling Ruins](#), a well received title available on multiple platforms in Apple Arcade built with both Objective-C and Unity. Responsible for the player's scripting and majority of the UI.
- Helped maintain our in studio build machine with working experience in Jenkins and Mercurial SCM.
- Assisted in the release of a major update for [Frogger in ToyTown](#), from introducing new features to bug fixing.

### InCrowd Sports

*Brighton, United Kingdom*

JUNIOR DEVELOPER

*Jun. 2018 - Sept 2019*

- Involved in development and maintenance for [18 different Android apps](#) using Kotlin. Significant work including working with third party for authentication of premiere videos.
- Creating demo plugins with WPF and Unity for [an industry leading LED display software](#) built in C#.
- Worked with Bitbucket Pipeline and Docker in the process of improving the build pipeline.

## Tech Demo

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### Procedural Tree Generation

MESH MANIPULATION, PROCEDURAL GENERATION

- Porting a [tree generation algorithm](#) invented by Nicholas McDonald to Unity. This is an experimental project to explore the possibilities of generating trees dynamically.

### Tower Defense

AI, PROTOTYPING

- A prototype project attempting to use reinforcement learning in game development. Enemies pathfinding AI is driven by reinforcement learning and animation is entirely procedural

## Education

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### University of Sussex

*United Kingdom*

B.S. IN COMPUTER SCIENCE

- First honour graduate with award winning performance, worked as a lab assistant in the University to help teaching.