

Summary

Currently a Tool Programmer at Auroch Digital, I bring 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 enterprise applications development.

Work Experience

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 game data management. Improving code team's efficiency, and supporting designer's need on complicated data editing while working with Perforce.
- Cooperated with artists and extended Unity's timeline tool to create cutscenes for [Mars Horizon 2](#), reducing turnaround time for making important cinematic and key to deliver greenlight deck and announcement trailer
- Building a code generation tool for UI programmers. Improving programmer's efficiency and catching bugs before they surface in build.
- Created UI and core gameplay system for Mars Horizon 2 and contributing to main deliverables in milestones.

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. Ensuring a timely delivery of stable weekly builds to our publisher.
- 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 [a large array of 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# to attract client's interest.
- Experimented with Bitbucket Pipeline and Docker in the process of improving the build pipeline.

Tech Demo

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.

Ongoing Personal Project

UNITY, TOOL PROGRAMMING

- A prototype project which serves as a test ground for various experimentation. The project is under constant development and demonstrate my skill in Unity's tooling.

Education

University of Sussex

United Kingdom

B.Sc. IN COMPUTER SCIENCE

- First class honours graduate with award winning performance, worked as a lab assistant to help teaching.