Richard Sherriff

sherriff8@gmail.com

rsherriff.github.io

Experience

Gameplay Programmer – Sports Interactive 2014 – 2017

I was an integral part of the gameplay programming team on a complex online game with hundreds of thousands of registered users. My responsibilities included feature design, implementation and maintenance. I worked closely with members of my own team, our core tech team and colleagues in quality assurance.

Software Engineer – SBG Sports Software 2017 – 2018

In this job I maintained and extended software used by Formula 1 racing teams for analysis and strategy decisions. It was a close knit team, with lots of communication between developers and quality assurance.

Programmer - No Ghost - 2018

I was the sole programmer on a WWI Virtual Reality experience developed for museums. This application was developed in Unreal Engine 4 using the Blueprint system. As well as development of the mechanics I was also responsible for maintaining the projects repository and delivering builds.

Games Master/Games Designer/Programmer - Modern Fables 2019 - Present

At Modern Fables I am responsible for the maintenance of the games systems and the development of new games. I have been responsible for the design and build of new games from scratch that made extensive use of electronic components. As well as building these games I had to ensure these new games fitted into the existing system and were presented in a sensible way for the games monitors to use.

As well as the physical games at Modern Fables, I have also been part of a team at the company developing the Medogan series of games to help support the company during the COVID-19 lockdown. These are a series of short puzzle games that have done very well for the company as a way of engaging its customer base while seperated from them. The games are developed in Unity and I have assumed design roles and that of the sole programmer.

Games Technician - University of East London 2020 - Present

Technician on the Games Courses at the University of East London. Responsibilities include the maintenance and attendance of technologies used by games students, as well as supplementary workshops on those technologies use.

Education	University of the Arts London 2018 - 2019 MA - Games Design - Distinction University of Teesside 2011-2014 BSc (Hons) Computer Games Programming First Class Honours Prestatyn High School 6th Form 2009-2011 A-Levels: Electronics – A*, Mathematics – A, Computing – A
Technical Skills	Languages: C / C++ / C# / Python / Javascript / GLSL Engines: Unity / Unreal Engine 4 Databases: MySQL Version Control: Git / Perforce Other: Virtual Reality Technologies / Jenkins Build Systems / JIRA Project Management
Skills	- Expert knowledge of the Unity Games Engine, including not just development but optimisation and deployment strategies. - Experience in Unreal Engine 4 development. - Experience in development of new and custom hardware for interacting with games systems. - Strong Linear Algebra skills with experience implementing them programatically. - 3D Graphics skills - Deep theoretical knowledge of games studies and the study of play. - Experience with electronics, both analogue and digital. - Committed drive towards developing playful experiences as shown through professional and personal projects. - Strong verbal and public speaking skills.
Conferences	All Work and No Play or: The Importance of Playful Games. Talk delivered at the Escape Room Industry Conference 2019