RICHARD BELOVIC

UE4 Tool Engineer and Hobbyist Unity Programmer

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Portfolio: https://richardbelovic.github.io/portfolio/
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Enthusiastic and driven Unreal Engine 4 Tools Engineer, with a portfolio spanning 2 years of 2D and 3D Unity hobby project development. Looking to steer my career path toward Unity Tool and Gameplay programming.

Work

Junior Tools Engineer @ Dovetail Games (Nov 2021—Now)
- Helped ship Train Simulator World 3, including 6+ large route DLCs during the past year
- Maintained and updated three different automatic performance testing tools (C++, JS, C#, Python)
- Created Unreal Engine tools for extracting and visualising performance related data from levels (C++, Python)
- Helped with creating and bug fixing various road and spline generation tools (C++)
- General game bug fixing and performance profiling

Unity Hobby Game Projects   *https://richardbelovic.github.io/portfolio/*

For the past 2 years, the majority of my spare time outside of studies and eventual Unreal Engine work, was spent honing my C# and Unity skills working alongside an artist friend - Angus Jardine - on a variety of 2D and 3D Unity projects. Here are a few highlighted projects which you can see in more detail on my portfolio:

Name: Heroic Dregs   **Genres:** 2D, Top-down, Horde
Desc: A Vampire Survivors-esque horde slaying game that makes use of the experimental Unity DOTS (0.51) framework, to allow for a huge amount of enemies and projectiles on screen. The game also features an upgrade system that has the player choosing to upgrade and modify a variety of passive, and two active abilities.

Name: Sleepless Kevin   **Genres:** 3D, First person, Psychological/Horror
Desc: Created for a Halloween game jam with the prompt "Ghosts doing normal things", Sleepless Kevin is about a guy named Kevin that is troubled with insomnia. The game starts off with a cutscene of Kevin talking to a therapist about his troubles sleeping and weird things happening in his apartment, but eventually leads on to a night of constant waking up and increasingly strange run-ins with a ghost 'handy man'.

Name: Johnny's Deathwish   **Genres:** 2D, Side-Scroller, Platformer
Desc: A 2D platformer created with challenge in mind. It has a satisfying 2D movement system with wall jumping and sliding, two bosses, and an array of traps and enemies to design levels with. A big focus of this project was on level design as we ended up creating a total of 27 levels, and 2 boss fights.

Name: 6 Bodies   **Genres:** 3D, First Person, Horror
Desc: A short horror game demo made as our first 3D game, with a few scares and a terrifying hunter AI. The focus of this project was to take our first steps into 3D game development, as well as exploring the horror genre and seeing what we could come up with using Unity's navmesh.

Education

Lancaster University, BSc Hons Computer Science (2018-2021)
- 1st class degree classification (76%)
- Third year dissertation was based on predicting indoor temperature by implementing multiple machine learning models to compare and evaluate.

Technical Skills

- C++, JS, Python - 1 year of making/fixing UE4 tools at Dovetail
- C# - 2 years of 2D and 3D Unity hobby Projects
- Familiar with Perforce, Git and Plastic SCM
- Jenkins - 1 year's experience creating and fixing Jenkins builds at Dovetail

Some more about me

I love swimming, hiking and going to the gym. When I am not working on game projects I am usually playing Path of Exile or Battlefield.

References

Professor Adrian Friday, Head of Department, Professor of Computing and Sustainability

Third Year Project supervisor

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