

STEPHEN PEARCE

hello@stevepdp.dev – www.stevepdp.dev

Brief

I recently completed a gameplay programmer bootcamp with Mastered and now I'm seeking a full time, remote position where I can learn, deliver and climb the ranks of the gameplay programming discipline.

Highlights

- 16+ weeks major project development and training with **Unity** authorised mentors at Mastered.
- Also with Mastered: 4x "monthly creator challenges", each simulating a live production scenario.
- Independently participated in 8+ game jams – play: stevepdp.itch.io, source: github.com/stevepdp
- 8+ years prior professional experience with Web, Linux and Open Source technologies.
- Foundation Degree in Business Computing.

Key Technical Skills

Unity - Game objects, prefabs, scenes, input systems, UIBuilder, ProBuilder, 2D sprites, 3D model imports, animation, particles, Navmesh AI, Photon, project/build settings, debugger, tools, asset store and packages.

C# - Proficient in object-oriented programming (OOP). Data storage, search & data-driven logic. Events and event-driven logic. Abstractions. SOLID & clean code principles. Debugging. Performance optimisation.

Version Control - Experience with **Git**, **GitHub**, and **GitLab**. Understanding of branching models. Following commit rules and conventions, filing issues, pull requests, writing documentation, orgs and API integrations.

Production Lifecycle - Deriving tasks from specs and giving estimates. Using **Trello**, **Jira** and **Confluence**. I have engaged in documenting, prototyping, sprint planning, stand-up and retrospective sessions.

Key Soft Skills

Flexible Learner – I am most familiar with 2D/3D projects using mouse, keyboard and controller inputs. I look forward to supporting consoles, exploring spacial mixed reality and adding Unreal and C++ to my skill set.

Focused and Disciplined - I thoroughly investigate and break problems down, applying Deep Work practices to tackle the workload. I also use Kanban tools to backlog and queue tasks, communicate and reflect.

Collaborative - Using **Slack**, **Zoom** and **Miro** I've teamed-up for coding, ideation, strategy and design thinking sessions. This required patience, the ability to debate, manage conflict and find common ground.

Employment History

Web Developer
Web Developer
Information Technology Manager

Sidekick Digital, Nov 2015 - Jul 2021
Binarydrive, Jun 2013 - Nov 2015
Overburys Solicitors, Jul 2010 - Sep 2012

Education

Foundation Degree in Business Computing

City College Norwich (UEA), 2006-2009