STEPHEN PEARCE

Junior Gameplay Programmer
hello@stevepdp.dev – www.stevepdp.dev

Bio

I have 2-3 years experience developing games in C# & Unity. In preparation for a new career in the industry, I recently participated in a gameplay programming bootcamp with Mastered, designing and building 3D projects guided by technical mentors and career coaches. With the support of their creative network, I now seek a full-time onsite/hybrid-working role where I can hone my T-shaped skills, contribute to landmark games and climb the ranks of my discipline.

Highlights

- 16+ weeks major project development with Unity-authorised technical mentoring at Mastered.
- Also with Mastered: 4x "monthly creator challenges", each simulating a live production scenario.
- Independent participation in 8+ game jams – playables: stevepdp.itch.io, source code: github.com/stevepdp.
- 8+ years prior professional and creative experience in Web, Linux and Open Source technologies.
- 11 self-learning certificates in games business, design and development. Recently: C/C++, Unity Learn pathways.
- Foundation Degree in Business Computing.

Technical Skills

<u>Unity</u> – Game objects, prefabs, scenes, input systems, UIBuilder, ProBuilder, 2D sprites, 3D model imports, animation, particles, Navmesh AI, Photon, project/build/editor settings, debugger, tools, asset store and package management.

<u>C#</u> – Proficient in **OOP principles**: abstraction, inheritance, polymorphism & encapsulation. **SOLID principles**. Events & event-driven logic. Persistent data storage, search & data-driven logic. Debugging, profiling & performance optimisation.

<u>C/C++</u> – Intermediate C and C++ under MinGW and WSL 2 environments. Custom toolchains, make scripts, gcc/g++ compilers, static/dynamic library linking and custom paths, gdb, valgrind, dependency resolving with readelf, ldd and file.

<u>Version Control</u> – Experience with **Git**, **GitHub**, and **GitLab**. Understanding of branching models. Following commit rules and conventions, filing issues, pull requests, writing documentation, organisations/permissions and API integrations.

<u>Production Lifecycle</u> – Deriving tasks from a spec and giving estimates. Using **Trello**, **Jira** and **Confluence**, I have engaged in documenting, prototyping, sprint planning, stand-up and retrospective sessions.

Soft Skills

<u>Flexible Learner</u> – Utilising the full range of modern web resources, digital courses and AI-driven LLMs such as ChatGPT and Google Bard, I am very comfortable self-learning, even in those areas where I have little to no experience.

<u>Focused and Disciplined</u> – 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 my progress and reflect on progress made.

<u>Collaborative</u> – 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 among differing views.

Employment History

Web Developer	Sidekick Digital, November 2015 – July 2021
Web Developer	Binarydrive, June 2013 – November 2015
Information Technology Manager	Overburys Solicitors, July 2010 – September 2012

Education & Professional Development

Intermediate C, C++	Digital certificates issued by SoloLearn, August 2023
Unity Learn – Junior Programmer	Digital certificate issued by Unity Technologies, June 2023
Foundation Degree in Business Computing	City College Norwich (UEA), 2006-2009

References and direct contact details available upon request.