

# STEPHEN PEARCE

Junior Gameplay Programmer

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## 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, building 3D projects guided by technical mentors and career coaches. With the continuing support of their creative network, I now seek a full-time remote-working position where I can hone my skills, make hit games and climb the ranks of the gameplay programmer 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](https://stevepdp.itch.io), source code: [github.com/stevepdp](https://github.com/stevepdp).
- 8+ years prior professional and creative experience in Web, Linux and Open Source technologies.
- 7x self-learning certificates in games business, design and development. Recently: 2x Unity Learn pathways.
- Foundation Degree in Business Computing.

## Technical Skills

Unity – 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.

C# – 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.

Version Control – 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.

Production Lifecycle – 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

Flexible Learner – I am most familiar with 2D/3D projects supporting mouse, keyboard and controller input. Utilising web resources, courseware and LLMs, I am comfortable self-learning and I look forward to supporting emerging platforms.

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 my progress and reflect on progress made.

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 among differing views

## Employment History

Web Developer  
Web Developer  
Information Technology Manager

Sidekick Digital, November 2015 – July 2021  
Binarydrive, June 2013 – November 2015  
Overburys Solicitors, July 2010 – September 2012

## Education

Unity Learn – Junior Programmer  
Foundation Degree in Business Computing

Digital certificate awarded June 2023  
City College Norwich (UEA), 2006-2009