

# Wattie [REDACTED] Programmer

hello@wattie.work

www.wattie.work  
[REDACTED]

## Profile

Games Programming student from London, passionate about creating tools to optimise game engines and make development more efficient. I'm also dedicated to building accessible games for everyone to enjoy.

## Projects

### Workflow Toolkit

**2024 - present | Chomp Games | Sole Developer**

A comprehensive toolkit featuring a range of tools that help optimise and streamline development inside of the Unity Editor; I was the sole programmer for this product, and made assets and the code. Made with C#

### Chomp Editor

**2024 - present | Chomp Games | Sole Developer**

A Very lightweight Code Editor, focusing on customisation and ease of use - the project is in its infant stages, with plans for further development. I did the programming for this project, with help from friends with testing & assets. Made with C# and Windows Forms

### Star In The Making

**2024 - present | Sole Developer**

Mobile and PC game in which you have to eat energy and dodge hazards to survive - this project was made to focus on Accessibility in games. It features Localization in four different languages (English, Dutch, Portuguese & Bulgarian) and has Colour Blindness Support. I was the sole developer for this project, with help from Translators. Made in C#

## Freelance

**2024 | Escape The Mines | Sole Developer**

small 2D puzzle game with a focus on creative problem solving & atmospheric immersion - the player must solve puzzles to escape a mine they have fallen into. I was the Sole Developer for this game too.

## Education

2022- present | Bachelor of Science in

Games Programming [REDACTED]  
[REDACTED]

## Work Experience

[REDACTED]

## Skills

Proficient in C# & Java  
Experience in C++,  
.NET & Windows Forms

## Software

Unity  
JetBrains Rider  
Github Desktop  
Photoshop  
Audacity

## References

Available Upon Request

For a non-redacted resume, please contact  
me on my email at hello@wattie.work