

STEVEN ANDERSON

Game Programmer

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I am a hardworking, team-oriented graduate programmer who strives to write maintainable, extensible code. I love learning new things and pushing my skills to produce great results.

Skills

LANGUAGES	SOFTWARE	Engines	PM TOOLS	VCS
<ul style="list-style-type: none">• C++• C#• Python• Java• Lua	<ul style="list-style-type: none">• Visual Studio• DirectX 11• Spyder• RenderDoc• SFML• Wwise	<ul style="list-style-type: none">• Unreal Engine 4• Unity• Roblox Studio• GameMaker	<ul style="list-style-type: none">• Excel• Trello• Jira• Bugzilla	<ul style="list-style-type: none">• Git

Education

First Class BSc (Hons) Computer Game Application Development (September 2017 – May 2021) (Abertay University)

HND Computer Games Development (August 2015 – May 2017) (Dundee and Angus College)

NQ Interactive Media and Development (September 2014 – June 2015) (Dundee and Angus College)

Experience

Honours Project (Solo)

Created a gesture recognition machine learning model to be used as input to games to aid accessibility.

Annoyin' Mastermind (Lead Programmer)

Worked for a small company of 11 people for free to gain industry experience. The project was an endless runner which was due to be released early 2020 but was cancelled by the founder before release.

Lochsite – Professional Project (Lead Programmer)

Worked for a client, the Scottish Crannog Centre, as part of a team of nine to produce a product for their given brief as part of my professional project module.

Various Game Jam Events (Lead Programmer/Mentor)

Employment History

North Sea Games (January 2022 – Present) (Programmer)

Working as part of a 10–13 person team on an unannounced IP on the Roblox platform. Using Lua, I have been working on integral game systems and much more, some examples are:

- Gameplay Abilities
- Monetization Systems
- AI
- Character Customisation
- General Gameplay
- UI

Working in an agile methodology, I am constantly iterating on requirements for the project and working on different things all the time. The two main project management software used are Trello and Jira, each for a different reason. Trello is used for creating tasks and iteration on those tasks and Jira is used for tracking bugs and other issues.

British Heart Foundation (September 2021 – May 2022) (Warehouse Assistant)

After graciously declining an offer of the warehouse manager position, I was asked if I would accept a temporary contract to help run and organise both warehouses until a time where I either got a programming job or a replacement warehouse manager was found and I had trained them to take over from me. This role also involved managing numerous volunteers and ensuring everyone was properly trained, felt they were part of the team, and that they were well supported.

During my short period employed, I helped increase sales which meant meeting and surpassing targets every week. I also increased warehouse efficiency which helped reduce van costs by ~20% meaning the store was spending roughly 20 pence per pound less on running costs.

British Heart Foundation (2016 – Present) (Accredited Volunteer Warehouse Assistant)

I started volunteering for the BHF near the start of my education journey as it allowed for flexible working without any obligations. This meant I could help a good cause in my free time and use it as a break from studying. I received accreditation within my first year of volunteering which meant I was capable and trusted performing any tasks a paid member of staff could do. Accreditation meant I had access to the BHF systems which is something only me and one other person have obtained in my time so far; from the 100s of volunteers that are either actively volunteering or and come and gone.

Interests/Activities:

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| • Video Games | • Programming |
| • Technology | • DIY |
| • Board Games | • Fishing |
| • Photography | • Music |