



Troy Atkinson

Unity and C# Developer

TroyMakesGames.com 
+44 7903 330 174 
contact@troyatkinson.co.uk 
in/troydatkinson 
@TroyMakesGames 

About

Unity Developer with five years experience working in multi-disciplinary teams and building games. I have advanced knowledge of C#, which includes multiplayer architecture, editor extensions and various other advanced gameplay systems. I'm confident in leading the technical direction of projects and have taken the role of Lead Developer, Project Manager and Scrum Master in previous and current projects. I'm a confident public speaker and enjoy presenting and showcasing what I've worked on.

Key Skills

Unity / 5 Years Experience

I'm a Unity certified developer who, over the last five years, has developed a wide variety of games for PC, mobile and VR platforms. I achieve a high level of polish due to my strong work ethic, I've lead the technical direction of Unity projects and have experience using UNET, Forge Networking, ProBuilder, FMOD and more.

C# / 5 Years Experience

I'm a generalist programmer who specializes in gameplay systems. I build clean, scalable and modular code to a very high level of professionalism. I ensure what I create is designer friendly and built with future change and re-design in mind. I've coded for online multiplayer and have built the architecture for a 12-player party game that uses a mobile companion app as the controller.

Team Leadership / 3 Years Experience

I often take a leadership position in the teams I'm a part of and have active Lead Developer experience. I've built work and release schedules, created work backlogs for dev teams and often lead agile development as Scrum Master. I can manage responsibilities, delegate work and I thrive under pressure.

Additional Skills

- C++
- Games Design
- Multiplayer
- Project Management
- iOS
- Android
- VR
- Public Speaking
- PHP
- MySQL
- Agile
- Version Control

Experience

JAN 2018 - PRESENT

Lead Unity Developer (Contract) / BeefJack Create

Hired as a part-time C# programmer and Unity developer, later placed in charge of the development of a project (to be announced). Responsibilities include leading the technical direction of the project, working closely with the game's designers, assigning tasks to and tracking progress of other developers to ensure we meet the release schedules, designing the games architecture and coding standards and finding and organizing freelancers among other technical and project management responsibilities.

MAR 2018 – APR 2018

Freelance Unity Developer / Launchpad Incubation Programme

Hired as a Unity Developer and C# systems programmer to complete an array of tasks for a start-up studio within the Launchpad Incubation Programme, funded by Falmouth University.

FEB 2018 – APR 2018

Freelance Programmer / Pavel Novák

Designed and coded an artificial intelligence system for a Unity asset currently on sale on the Unity Asset Store. The AI system currently on its second iteration but is being overhauled in the next update.

JUL 2017 – NOV 2017

Conference Associate / Tandem Events

Worked at Develop: 2017 and Develop: VR as a conference associate volunteer. Duties included assisting speakers, running QA sessions and other events management responsibilities. I've been asked by Tandem Events to be the Head Conference at Develop 2018 and will be managing over twenty-five volunteers for three days in July.

JUL 2016 – APR 2017

Games Programmer / Round Table Games Studio

C++ programming in Unreal Engine 4 for Round Table Games Studio's debut title Deal with the Devil, a first-person narrative driven horror. I built Blueprint front-ends for my gameplay systems to allow designers and writers to input work and tweak functionality.

JUL 2016 – SEP 2016

Freelance Developer / S2S Media

S2S Media was working with Imperial College London to build e-learning modules and I was hired to create subject-oriented mini-games in Unity and implement them into the Adobe Articulate Storyline 2 project. I designed and lead the technical development of the games and hired a team of 3 to cover additional design, art and audio.

Education

2015 – 2018

BA Games Development (Programming) / Falmouth University

Worked in small, multi-disciplinary teams to design and build one game per academic year. While studying programming I worked with artists, animators and designers to create and present game projects while studying games business, marketing and games theory. I often took the role of Scrum Master within my teams and each year presented the game I worked on in-front of an audience.

2013 – 2015

BTEC Games Development (Level 3) / City College Plymouth

Studied Unity development, programming, games design, 3D art, animation and foley sound design.

Accomplishments

MAR 2018

Supermassive Games Award / Supermassive Games

My team and I won the Supermassive Games award for the most market viable project at the Falmouth Games Academy Showcase 2018. 'I decided to take a very pragmatic and commercial view of the material that I've seen. [...] I'm going to look at something, imagining it was developed in my studio and whether I'd want to put it out on the market.' - Steve Goss, Director of Design and Technology (Supermassive Games).

2017 – 2019

Unity Certified Developer / Unity Technologies

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