



Troy Atkinson

Unity and C# Developer

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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

Recent Experience

JAN 2018 – PRESENT

Studio Head / Animal Puree

Animal Puree is a UK studio who have a passion for creating games that push the technical norm, while keeping a sense of humor. As Studio Head I am responsible for leading the development of our first release, RoBoats. This includes production responsibilities, team organization, networking and pitching. We're currently participating the UK Games Fund lead competition Tranzfuser, and will be showcasing RoBoats at EGX this September.

JUN 2018 – PRESENT

Lead Unity Developer / Unsalted Games

Leading the development of the free-to-play mobile game app 'Sheepshop'. 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, finding and organising freelancers among other technical and project management responsibilities.

JUL 2018

Head Conference Associate / Tandem Events

Organized and managed 21 associates in the UK's biggest games industry conference; Develop Brighton. Responsibilities included training, organizing and managing a large team for 3 days, public speaking, communicating with and working alongside other departments within Tandem Events, dealing with problems quickly and effectively and ensuring the conference ran smoothly for the speakers and delegates.

FEB 2018 – AUG 2018

Freelance Programmer / PolyPerfect

I designed and coded artificial intelligence systems for Poly Perfect's Unity Asset Store releases. Including the 'Low Poly Animated Animals' pack and soon to be released 'Low Poly War Pack'.

DEC 2017 – JUN 2018

Lead Unity Developer / BeefJack Studio

Originally hired as a part-time programmer on a project, I was promoted to Lead Developer where I lead the technical aspects of a game project as well as managing staff, finding and hiring freelancers and other production responsibilities until the company closed in June 2018.

MAR 2018 – APR 2018

Freelance Unity Developer / Fictive Studio

Unity Developer and C# systems programmer hired on a short-term contract to complete an array of tasks for Fictive, a games studio within the Launchpad Incubation programme operated by Falmouth University.

Education

2015 – 2018

BA Games Development (Programming) – First Class / Falmouth University

2013 – 2015

BTEC Games Development – Level 3 / City College Plymouth

Accomplishments

MAR 2018

Supermassive Games Award / Supermassive Games

2017 – 2019

Unity Certified Developer / Unity Technologies

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