Billy Fletcher

Game Programmer

Police House
St Madoes, Glencarse
Perth, PH2 7NF
Phone: 07917853948
Email: billy@billyfletcher.com
Portfolio: billyfletcher.com

EXPERIENCE

Hyper Luminal Games, Dundee — *Lead Programmer*

MARCH 2019 - PRESENT

- Promoted to Lead after 2 years as a Senior Programmer
- Lead programming team on 'Pine Hearts' for 3 years, managing a team of 3-6 programmers from project start to end, including Steam and Switch releases
- Ported a number of titles including Game Awards nominated 'Neon White', 'SEN' and 'Hyperbrawl Tournament' to various consoles, including developing new platform features such as gyroscope controls, leaderboards & online play
- Spearheaded and implemented a large amount of tool development, majority of which were adopted across multiple projects, including a node-based visual scripting language and data management system, a 3D 'tile' editor, a Settings & Accessibility Toolkit and 10 or so internal packages for everything from UI to serialisation
- Created various build automation setups, including automatic Steam uploads, JIRA version integration and Slack notifications
- Helped define hiring criteria and involved in many interviews
- Responsible for evaluating new technological and structural approaches with Technical Director, including evaluating prospective work-for-hire and strategic diversification from engine/technology dependencies

Outplay Entertainment Ltd, Dundee — *Software Engineer*

OCTOBER 2012 - JUNE 2018

- Worked on a number of successful games including BAFTA in Scotland nominated RPG 'Monster Legacy', 'Mystery Match' and 'Angry Birds Pop!'.
- Handled a variety of roles in the programming team from UI and game mechanics to Facebook integration, encryption and resource management, including team leadership roles.
- Created a game event system that was adopted company-wide and used as the basis for future shared tech work, which helped form a shared tech team in the company that I was a part of.
- Combination of C/C++ (primarily), C# and ActionScript development with Cocos2D, Unity3D and Starling

LANGUAGES

C#

C/C++

HLSL/GLSL/various graphical shader editors

Blueprint/Custom Visual/Node-based languages

XAML based UI languages (Flex/WPF/Unity UI Toolkit)

The very defunct ActionScript

Ruby

ENGINES, PLATFORMS & SDKs

Xbox One/Series X|S, Playstation 4, Nintendo Switch, PC, iOS & Android

Unity (primarily, 12+ years)

Cocos2D-X

D3D/OpenGL

FMOD & wWise

Unreal Engine (mostly explorations for evaluation rather than released work)

Team City/Jenkins/Unity Cloud Build (inc Bash scripting)

eeGeo Ltd, Dundee — *Software Engineer Internship*

JUNE 2012 - OCTOBER 2012

- Worked on an in-browser flash based 3D mapping service called Recce, built by a team of ex-Realtime Worlds AAA developers
- Responsible for various in-world integrations for social networks including Twitter, Facebook and Foursquare, with a focus on UI animation and polish

Independent Development, Various Locations — *All Roles*

APRIL 2011 - JUNE 2012

- Created complete 2D word driven platformer for sale to various Flash game portals
- Handled all roles in development other than sound, great experience in taking a game to completion

Rubix Studios Ltd, Middlesbrough — *Director*

MAY 2009 - MARCH 2011

- Co-founded a small 6 person studio doing primarily iOS, Android & bespoke hardware contract work
- Handled lead programming and lead design duties on a number of projects, including two client projects for use on non-standard hardware, clients were very satisfied with results

EDUCATION

Teesside University — *Computer Games Programming Bsc*

SEPTEMBER 2004 - MAY 2009

- Graduated with honours (2:1)
- Primarily C/C++ work with OpenGL/Direct3D
- Focus on game architecture, physics, AI and cross team tools