Scott Breen

Senior Games Programmer

ScottFromDerby@gmail.com

Technical Skills

Languages: C++ (12 years), C# (2 years)
Technologies: Unreal (6 years), Unity (2 years)
Software: Visual Studio, Perforce, Git, Jira, ADO
Proficiencies: XDK/PS/Steam/Switch console API integration, AI, UI (XP), profiling/optimisation (CPU/GPU), RenderDoc, tools development, mentoring, documentation

Education

- **BSc Computer Games Programming** at University of Derby, 2005 - 2009

Professional Experience

Senior Programmer at Sumo Digital, 2017-2024

- **Unannounced Co-dev**
  - Unreal, C++. Rapid consultative development with external teams across multiple time zones.
- **Unreleased FPS Prototype**
  - Unreal, C++. In charge of a small team. Produced a vertical slice demo for corporate consideration. Significant AI development architecture.
- **The Texas Chainsaw Massacre (Xbox One/Series S/X, PS4/5, Windows)**
  - Asymmetrical FPS Survival game. Unreal, C++. Large-scale project
  - In charge of a team of programmers, responsible for delegating tasks and coordinating feature delivery each milestone on-time and to-spec
  - Provided weekly updates on my team for progress, issues and risks
  - Implemented core gameplay mechanics from scratch, iterating with design remotely via Teams
  - Responsible for game flow/game modes, rulesets, character abilities and interactions
  - Integrating Unreal's Gameplay Ability System and assisting other developers utilizing it
  - Targeted optimisation of key areas of the client and server to ensure best player experience
- **Hotshot Racing (Xbox One, PS4, Switch, Windows)**
  - Retro-inspired racing game. Sumo Engine, C++, XAML
  - Owned major gameplay elements (AI, slipstreaming and boost mechanics)
  - Integrated and maintained Noesis UI, worked closely with the UI team.
  - Implemented the frontend from scratch with the newly integrated Noesis middleware
  - Fast iteration for bug-fixing at the end of the project, working closely with QA to delegate bugs
- **Project NOVA (Windows)**
  - Team FPS based in Eve Online universe. Unreal, C++. Large-scale project.
  - Mentored a team of junior programmers throughout the project
  - Responsible for implementing from scratch entire gameplay elements incl. AI
  - Coordinated cross-studio playtests and deployment, integrated metrics to aid design/iteration
- **RAID: WW2 (Xbox One, PS4)**
  - Windows port to consoles using Sumo Engine, C++, Lua
  - Core responsibilities: achievements/trophy integration, localisation, multiplayer optimisation
  - Worked dynamically across all areas of the codebase collaborating remotely with LGL
  - Bug-fixing throughout, worked closely with lead to delegate and coordinate workloads

Programmer at Rare, 2016-2017
- **Sea of Thieves Prototype (Windows)**
  - Using Unity/C#; worked with a small team to rapidly prototype new features for Sea of Thieves
  - Participated in playtests and feedback sessions aiding the team to "find the fun"
  - Developed a deployment tool in Unity to aid faster iteration for debugging and playtesting
  - Worked closely with the core game team, provided coaching on feature integration

Independent at Immense Games, 2015-2016
- **Woodlands Harvest (Android, iOS, WebGL)**
  - Slide-to-match puzzle game in Unity, C#. Hosted at WoodlandsHarvest.com
  - Full self-training using the latest Unity suite of tools to prepare to deliver products on Android, iOS, Windows Mobile, WebGL and PC platforms.
  - Integration of middleware to facilitate in-app purchases, social integration via Facebook, mobile advertising and app-monetisation middleware (TapJoy), tracking software (Google Analytics)
  - Independently sourced and produced artwork, media, design, web for a fully-featured title

Programmer at Mazooma Interactive Games, 2013-2015
- Various **B2/B3 Terminal Games**
  - Proprietary Engine, C++/DirectX
  - Managed a small team of developers to produce 6 'Tier-1' cross-platform LBO game titles within 10 months, leading to a departmental productivity increase of 300%
  - Initiated a workflow overhaul which significantly increased security, productivity and allowed production of a game from spec. to submission in less than half the allocated development time
  - Actively mentoring new software developers throughout the development cycle

Programmer at Eurocom, 2010-2012
- **007 Legends (Xbox 360, PS3, WiiU, Windows)**
  - Proprietary Engine, C++; multiplayer focus on optimizing existing network code
  - Updated, optimized and rewrote several subsystems based on internal and external feedback
  - Worked closely with design to implement and optimize and the existing online and offline multiplayer game modes and implementing new WiiU-only multiplayer game modes
  - Debugging for various TCR/TRC issues, and working together with QA to find and implement solutions within a very small time-frame to ensure a rapid turnaround from beta to final sub
- **Goldeneye 007: Reloaded (Xbox 360, PS3)**
  - Proprietary Engine, C++, main focus with multiplayer
  - Worked dynamically with the team across all areas of the game from beta to final
  - Optimized and managed the multiplayer systems across online and split-screen modes
  - Managed a 'net-lab' comprising of 18 networked workstations each containing a PC, PS3 and Xbox 360, utilizing network traffic tests (NEWT) and presenting experiment data to ultimately help improve performance in the game's online multiplayer
- **Tools Development(Windows)**
  - Engine Team; Proprietary Tools development, C++, MFC
  - Worked with a number of games team developers throughout Eurocom in order to improve the experience and functionality of a key proprietary software application
  - Maintained a thorough working knowledge of the in-house development process and toolsets
  - Agile development of new subsystems inline with dynamic requirements, while providing user support, documentation and maintenance alongside existing tasks
  - Testing, debugging and maintenance of new and existing subsystems

Placement/Junior Programmer at Monumental Games, 2007-2008 and 2009-2010
- **MotoGP 09/10 and MotoGP 10/11 (Xbox 360, PS3)**
  - Solely responsible for implementing from scratch and updating large areas of the game UI
  - Developed proprietary tools to aid unit testing and design/programmer integration
  - Working with the UI Artist implementing any mock-ups made in code, exposing artist-friendly 'tweaks' externally, allowing for cross-departmental production per-pixel 'tweaking'