



STEPHEN PEARCE
Junior Gameplay Programmer

Portfolio: <https://stevepdp.itch.io>
Code: <https://github.com/stevepdp>

Swaffham, Norfolk
Open to relocation within England

hello@stevepdp.dev

<https://linktr.ee/stevepdp>

Brief

I have 3-4 years experience creating with Unity, as evidenced by a playable portfolio on Itch.io, published source code on GitHub, and professional development certificates on LinkedIn—all demonstrating a commitment to lifelong learning.

I'm seeking entry into a role where I can hone these skills, contribute to hit titles, and climb the ranks of my discipline.

Experience

- Completion of a gameplay programming bootcamp with Mastered. Guided by Unity-certified mentors.
- Participation in game jams – with post-release improvements and publication of project code.
- Volunteer participation in the closed betas of upcoming Steam and Google Play titles.
- Continual skills development via structured courseware and personal projects.

Technical Skills

- Engine - Unity with 2D and 3D workflows. Adept with Unity UI, ProBuilder and ProGrids.
- Godot LTS with 2D and 3D workflows. Familiar with both C# and GDScript contexts.
- Code - Proficient in C# and GDScript with OOP principles and SOLID game programming patterns.
- Git SCM and production workflows in GitHub, including repository and organisation management.
- Production - Agile sprint planning, prototyping, documenting, stand-up meetings and retrospectives.
- On-site and remote collaboration utilising Trello, Jira, Confluence, Miro and Google Workspace tools.

Soft Skills

- Flexible - A t-shaped developer with foundational skills in disciplines besides gameplay programming.
- Keeping abreast of industry developments and adapting to market and technology change.
- Focused - Cultivating skills in focus and digital discipline. Making the most of available time and resources.
- Collaborative - Teamwork skills in design-thinking, strategy, and pair-programming, both in-person and distributed.
- Patient and with the ability to debate, manage conflict and find common ground among differing views.

Education and Professional Development Highlights

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| Unity Learn – Junior Programmer | Unity Technologies, June 2023 |
| 16-Week Skills Bootcamp in 3D Real-Time Technologies | Mastered, March 2023 |
| Foundation Degree in Business Computing | City College Norwich (UEA), 2006-2009 |

Employment History

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| <u>Web Developer</u>
<i>Front-end specialism. Web standards. Performance analysis and optimisation. LAMP and Wordpress. Server maintenance and migration. Dev-ops and documentation. Design sprints. Agile planning and retros. QA. Prototyping. App testing and publishing.</i> | Sidekick Digital
November 2015 – July 2021 |
| <u>Web Developer</u>
<i>PSD to HTML & CSS. HTML email templates and Litmus client testing. A/B split tests with website modifications at runtime via jQuery.</i> | Binarydrive
June 2013 – November 2015 |
| <u>Information Technology Manager</u>
<i>Desktop / server deployment, networking, telephony, helpdesk, maintenance.</i> | Overburys Solicitors
July 2010 – September 2012 |

Expanded CV with direct contact details and references available upon request.