



STEPHEN PEARCE
Junior Gameplay Programmer

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

Swaffham, Norfolk, England

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<https://stevepdp.dev>

Brief

I have several years experience creating with Unity, evidenced by a playable portfolio on Itch.io, published source code on GitHub and a range of professional development certificates on LinkedIn.

With open availability, I am actively seeking entry into an on-site, hybrid or remote working role where I can hone these skills, contribute to successful projects, 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 beta tests of upcoming Steam and Google Play titles.
- Continual skills development via structured digital courseware and hobby projects.

Technical Skills

<u>Engine</u>	- Unity with 2D and 3D workflows. Adept with Unity UI, ProBuilder and ProGrids. - Godot LTS with 2D and 3D workflows. Working knowledge of both GDScript and C#.
<u>Code</u>	- Proficient in object-oriented programming techniques and SOLID game programming patterns. - Git SCM and production workflows in GitHub, including repository and organisation management.
<u>Production</u>	- 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

<u>Flexible</u>	- “T-shaped” game developer with foundational skills in creative disciplines beyond programming. - Keeping abreast of industry developments and adapting to changing market and technology trends.
<u>Focused</u>	- Cultivated digital skills for focus and discipline. Striving to make the most of available resources.
<u>Collaborative</u>	- 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

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

<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

References available upon request.