



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

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

Relevant Experience

- 16-week gameplay programming project with Mastered. Guided by certified Unity mentors and career coaches.
- Participation in online game jams – with post-release improvements and open-sourcing of project code.
- Volunteer participation and feedback in the closed betas of Steam and Google Play titles.
- Continual learning via structured digital courseware and personal projects.

Relevant Technical Skills

Engine - Unity with 2D and 3D gameplay workflows. Adept with Unity UI, ProBuilder and ProGrids.
- Godot LTS branch with 2D and 3D workflows.

Code - Proficient in C# and GDScript with object-oriented 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.
- Distributed and multidisciplinary team collaboration utilising Trello, Jira, Confluence, Miro and G Suite

Relevant Soft Skills

Flexible - An enthusiastic self-learner utilising digital courseware, tutorials and generative AI for coaching.

Focused - Cultivated skills in focus and discipline through the practices of Deep Work and digital minimalism.

Collaborative - Teamed up for design-thinking, strategy, and pair-programming sessions, both in-person and remote.
- Patient and with the ability to debate, manage conflict and find common ground among differing views.

Relevant Education & Professional Development

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
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<u>Web Developer</u> <i>PSD→HTML and 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
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<u>Information Technology Manager</u> <i>Desktop / server deployment, networking, telephony, helpdesk, maintenance.</i>	Overburys Solicitors July 2010 – September 2012
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Expanded CV with direct contact details and references available upon request.