
Kenneth Yorke

Unity Game Programmer

KennethYorke25@gmail.com

PROFESSIONAL PROFILE

Self-motivated and creative Unity Game Programmer with four years of academic and over three years of professional experience working on games using Unity Engine looking for future remote opportunities. Two and a half years of my professional experience were spent working on hyper-casual and casual mobile games, optimising them to work well on a variety of devices, working closely with mobile publishers and adding additional content and updates to released games.

I am very interested in working with emerging technologies and am always eager to learn more about game development and adapt to new techniques and software.

CORE SKILLS

- Writing Clean, Performant and Modular C# Code.
- Verbal and Written Communications.
- Time Management and Prioritisation.
- Team Working and Collaboration.
- Attention to detail.
- Unity Engine
- Version Control with GitHub.
- Flexibility to Learn and Adapt to new Software quickly.
- Mobile Game Analytics SDK Implementation.
- Problem-Solving.

WORK EXPERIENCE

Electric Manta - *Junior Game Programmer (Remote) (Promoted to Mid-Level Programmer in March 2023)*

OCTOBER 2021 - PRESENT

- Worked on and launched a casual Free to Play live service mobile game, Merge Rivals, and supported the game through additional characters, new features, improved progression, and rewards.
- Worked with custom Jenkins Build Pipeline tools and troubleshooted any issues e.g. XCode builds failing, Updating Modules, Installing Pods to create workspace files.
- Posted regular progress update videos of the game to the company Slack channels and presented my latest work in the weekly company meetings.

- Planned and designed modular systems with technical documents, spreadsheets and Miro diagrams.
- Worked on a variety of different tasks both independently and within a team.
- Responsible for the rapid prototyping of new hyper-casual games and mechanics to prepare a market test of a game from ideation to creation within two weeks.
- Worked with existing codebases and Unity Asset Packs such as Feel, DoTween and Lean Touch and integrated them into the projects to improve game feel, visuals and mechanics.
- Involved in all areas of development including implementation, visuals, game feel, creatives, editor tools and core tasks.
- Set up the Facebook SDK, Game Analytics and Google Play Store pages for many different games.
- Involved in recording and editing creative videos for hyper-casual games including designing the scenarios as well as changing game elements to improve cost-per-install including experimenting with different colour palettes and camera angles.
- Worked and communicated regularly with publishers including Sunday and Voodoo.
- Planned and tracked tasks through Jira and Trello to ensure the games stayed on track and deadlines were met.
- Adapted to new technologies and software such as the Rayfire Destruction Asset to achieve realistic building and structural damage.
- Developed a Unit Testing room to allow designers to quickly test and balance new units in the game.
- Worked with CSV spreadsheets to allow designers to quickly update stats and data as well as scriptable objects and events to make the game easier to iterate on.
- Assisted artists in integrating new characters, animations and user interface elements into the game.
- Worked with QA to fix many bugs and ensure the games are as polished as possible.
- Integrated Backend Functionality into the frontend such as server data requests, sending analytic data to our custom analytics solution and checking server balances such as coins.

Poly Fruit Studios (Formerly Pineapple Studios) - *Game Programmer (Remote)*

MARCH 2021 - SEPTEMBER 2021

- Utilised Unity Engine and C# to develop a Hyper-casual mobile Runner game from prototype to release on the Google Play Store.
- Responsible for writing clean, modular and performant code to implement features across many areas from Gameplay to Mobile Touch Input to User Interface and more.
- Collaborated and communicated with other departments such as Art, Audio and Quality Assurance.
- Made use of Discord, Google Chat and Google Meet to regularly communicate progress updates with the team and attend meetings with other departments.
- Created a Unity Engine tool for quickly replacing significant amounts of Objects in a scene with prefabs.
- Addressed feedback from the QA Team and Publishers to fix any errors and improve the quality of the game.
- Experience with rapid prototyping of new gameplay mechanics and iterative game development.

- Experience Troubleshooting Performance and Technical issues to ensure games ran well on various mobile devices.
- Worked on all areas of Unity Development from setting up User Interfaces to importing Art Assets, setting up Animators, implementing sounds and using third-party plugins.

Featherskull Studios - *Gameplay Programmer (Remote)*

JUNE 2020 - JANUARY 2021

- Iterated on code implementation to improve modularity and performance.
- Identified and fixed potential performance risks with code such as reliance on null checks and uncached variables.
- Experience building flexible and reusable systems, for example, Interactables, Weapons and Character Abilities.
- Storing Item and Weapon data using Scriptable Objects.

Axis Animation - *Junior LRC Artist*

JULY 2019 - AUGUST 2019

- Adapted to a new piece of software (Houdini) to produce tech renders for shots in an animation sequence.
- Adhered to proper file management to ensure the tech render scenes would not be lost

EDUCATION

First Class BA Hons Computer Games Development - *the University of the West of Scotland*

2016 - JULY 2020

- Worked independently and within a team to develop a variety of different game projects including an educational puzzle game, a 3D platformer and a first-person multiplayer game.
- Experience writing game design and technical documents.
- Experience creating a Custom Portfolio Website using HTML, CSS and JavaScript.
- Awarded Two Court Medals (Best Overall Student Performance) for Academic Excellence.

OUTSIDE ACTIVITIES AND INTERESTS

Working on Personal Projects, Playing and modding Video Games, Digital Art, Walking, Writing and Reading.

REFERENCES AVAILABLE UPON REQUEST