

BILLY FLETCHER

Curriculum Vitae

(as of February 2019)

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EXPERIENCE

Outplay Entertainment Ltd

Engineer.....10/12 – 06/18

- Worked on a number of successful games including BAFTA in Scotland nominated RPG ‘Monster Legacy’, ‘Mystery Match’ and ‘Angry Birds Pop!’.
- Handled a variety of roles in the programming team from UI and game mechanics to Facebook integration, encryption and resource management, including team leadership roles.
- Created game event system that was adopted company-wide and used as the basis for future shared tech work, which helped form a shared tech team in the company that I was a part of.
- Combination of C/C++, C# and ActionScript development with Cocos2D, Unity3D and Starling, primarily C++ last few years

eeGeo LTD

Software Engineer Internship.....06/12-09/12

- Worked on an in-browser flash 3D mapping service called Recce.
- Responsible for feature development on a variety of social network apps within the service, including Twitter, Facebook and Foursquare, both on the client-side Flex interface and the Ruby based API interaction layer.
- Specialised in user interface controls with an emphasis on high quality interaction and visual feedback.

Independent Development

All Roles, Design, Programming, Art Creation.....04/11 – 06/12

- Created a feature complete Flash based game for sale to popular flash game portals, called Capital Kay with no prior experience in AS3 or Flash development
- Somewhat innovative game design including a rudimentary scripting engine for user input, smooth difficulty curve, narrative driven cutscenes and varied level design.
- Handled all roles on the project except music creation, including game design, level design, dialogue writing, art design and asset creation, sound design and SFX creation and programming of all gameplay, UI and supporting tools.
- Previous gap in experience since Rubix Studios was due to major personal life event and related obligations.

RUBIX STUDIOS LTD.

Director, Lead Designer, Technical Lead.....05/09 – 12/10

- Responsible for nearly all original IP game design, responsible for creating pitch designs for contract clients according to their brief, including detailed design documentation.
- Handled chief programming duties on a number of projects, including two client projects for use on non-standard hardware.
- Created re-usable GUI library that was used in all projects and in all likelihood still is in use.
- Clients were very happy with end results.
- Completed a number of prototypes for original IP concepts that could not be funded.
- Trained two graduates in the Unity3D environment and aided in transition when notice was given.

EDUCATION

TEESSIDE UNIVERSITY

Computer Games Programming, BSc.....09/04 – 05/09

- Graduated with honours (2:1)
- Advanced C/C++ programming experience
- Experience using art asset creation tools such as SoftImage XSI, 3DStudio Max and Adobe Photoshop.
- Games specific knowledge including Windows, DirectX and OpenGL graphical programming.
- Focus on physics, AI and game architecture.

TECHNICAL EXPERIENCE

Experience in the following languages:

- C/C++ (Proficient)
- C# (Proficient)
- Java (Competent)
- GLSL/HLSL (Proficient)
- ActionScript 3, HaXe and Flex MXML (Proficient)
- Some Ruby/Python/PHP
- Very quick learner of procedural and multi-paradigm languages

Experience in the following IDEs and libraries:

- Visual Studio including .NET framework
- Unity3D (including iOS/Android development and some knowledge of networking)
- Cocos2D-X
- OpenGL/Direct3D11
- GameMaker
- Starling
- PlayerIO Flash/Unity networking library
- ODE, Chipmunk, Newton and PhysX physics libraries
- FMOD, OpenAL and SDL_Mixer sound libraries