

# BILLY FLETCHER

## *Curriculum Vitae*

(as of April 2018)

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## EXPERIENCE

### **Outplay Entertainment Ltd**

**Engineer**.....10/12 - Present

- Worked on a number of successful games including BAFTA in Scotland nominated RPG 'Monster Legacy', 'Mystery Match' and 'Angry Birds' Stella POP!.
- Handled a variety of roles in the programming team from UI and game mechanics to Facebook integration, encryption and resource management.
- 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
- 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. (<http://bit.ly/HfFmpK>)
- 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)
- ActionScript 3 and Flex MXML (Proficient)
- haXe (Competent)
- GLSL/HLSL (Basic)
- AGAL (Basic)
- Common LISP (Basic)
- HTML/CSS (Basic)
- Very quick learner of procedural and multi-paradigm languages

*Experience in the following IDEs and libraries:*

- Visual Studio including .NET framework
- Unity3D (including iPhone/iPad development, pro features and some knowledge of networking)
- Cocos2D-X
- OpenGL/Direct3D11
- FlashDevelop (including haXe development)
- Adobe Flash CS4 and FlashBuilder
- RobotLegs dependency injection library
- PlayerIO Flash/Unity networking library
- OGRE 3D engine and various plugins
- ODE, Chipmunk, Newton and PhysX physics libraries
- FMOD, OpenAL and SDL\_Mixer sound libraries
- Multiple operating systems including: Windows, Mac, iOS, Android and Linux