




## Christopher Webb

### Game Developer

 Melbourne, Australia

 0403 885 263

 christopherwebb.net

 chrjohweb@gmail.com

### About Me

An 'all-round' with a keen eye for design and development whose work comes from a nuts-and bolts approach to learning by pulling things apart and building them back up again. Much of what I have mastered comes from experience with video game development/design, and my other passions, like car modification/design/fabrication or electrical/mechanical engineering. I'm keen to join a team that shares my passion for games and ideas and creates quality content for players.

### Experience

In 2021, I was hired by Grease Monkey Games as a Junior Engineer to work on Torque Drift. Within a year, I was given a Lead Engineer position wherein my daily responsibilities include the maintenance of existing game and server code (Unity & C#, NodeJS on a Heroku instance using MongoDB) while implementing new features, maintaining and improving SCM/CD/CI systems (Git/Jenkins instances delivering to Steamworks, Apple Connect and Google Play), leadership participation in Agile meetings, SDK management (IAPs, ads, analytics), fixing bugs, network programming and refining performance. I also took certain initiatives to create tooling for support teams and improve experience of handling vehicles on simulator devices like steering wheels.

### Core Attributes

- Problem solving abilities; motivated, persistent
- Scoping, planning, organisational skills, and attention to detail.
- Professional approach to programming and software development fuelled by a strong passion for games, with a focus on writing efficient, reusable code.
- Strong consideration and understanding of technical restrictions, application scaling and platform optimisation.

### Education

- 2019 Master of Information Technology University of Newcastle
- 2015-2017 Bachelor of Information Technology University of Newcastle
  - Major in Digital Media & Entertainment
  - Minor in Enterprise Information & Technology
  - Major in Software Development & Applications

### Technical Skills

- Skills in implementing compilation and execution in a variety of paradigms including object oriented and data-oriented C# and C++ and OOP, with strong coding practices.
- Advanced game design and development skills, including extensive experience with Unity.
- Capable of deciding when and where to use design patterns based on need, performance and extensibility requirements, regardless of whether it's server, game or tool code.
- Adherence to SOLID principles and other code-design frameworks where appropriate.
- GPU and visual effects programming with awareness of modern rasterized pipelines and practices.
- Skills in mobile and desktop environments and development, supporting a cross platform game.
- Dynamic ability to utilise various IDEs and their associated debugging tools.
- Able to work effectively with pre-existing code bases, write new code from scratch, and to integrate new code with what is existing.
- Ability to maintain current projects in a full development cycle, safely managing development, alpha, beta and production tracks and SCM integrations with CI tools like Jenkins.
- Knowledge on how to deploy and maintain CI tools like Jenkins to automate build pipelines across cross platform projects with multiple targets like Steamworks, Apple Connect and Google Play.
- Extensive use of BAAS platforms like AWS and Heroku for hosting Parse deployments using MongoDB in production and development environments.
- Use and configuration of remote desktop services like Parsec and VNC clients.
- Comfortable utilising Unity's profiling and debugging tools to fix bugs in a large codebase.
- Experience with implementation and use of third-party packages such as Google's Firebase API and Google Play API, Parse, etc.
- Abilities creating dynamic asset management and building tools, including asset bundle building within Unity.
- Capability to weigh effort and time cost and effectively communicate with other departments on features, requirements, deadlines and support.

### Languages and Tools

- C#, C++ & Java
- Graphics Programming
- PHP, ASP.Net & NodeJS
- HTML, CSS, JavaScript
- TDD using NUnit
- SDKs for IAPs & Analytics
- SQL & NoSQL
- Python
- Bash, DOS & PowerShell
- Unity
- Visual Studio & Jetrider
- BAAS Platforms
- IDE Programming
- SCM/CI/CD Systems
- Creative Editing Software
- Arduino & Raspberry Pi Chipsets
- Jira/Confluence