

STEVEN HUGHES

Summary

I'm a game programmer based in Sydney, Australia with two years industry experience, specializing in Unreal Engine 4 and Unity. I have completed a BSc. Games Development with Distinction at UTS and an Adv. Dip. in Professional Games Programming at AIE Sydney.

I have experience working in AR and VR at an industry level and can develop for PC, Android and iOS. I am also capable of programming in a range of languages including C++, C#, Java, OpenGL, HLSL, Python and Javascript. I have a strong passion for games and I am very keen to learn.

Employment

Start Beyond

XR Developer

Jan. 2021 to Current

My role at Start Beyond has been primarily building, developing and deploying a range of apps and interactive experiences in both AR and VR in a tightly knit team of fantastic, friendly and experienced individuals. Some of my other duties include R&D with new technologies - both software and hardware - to continue paving the way in the XR industry, building development tools and implementing automated testing and deployment pipelines.

SIT2

Game Programmer (3 Month Contract)

June 2020 to Aug. 2020

Worked in a small team to create a UE4 VR experience with heavy focus on motion capture, IK and creating tools for an external party. (NDA, limited detail)

VScape Studios

Gameplay Programmer

2018 to Current

Working as the primary gameplay programmer on VScape's "Deadline". Initial creation and ongoing game maintenance with a focus on UE4's Vehicle Component and driving physics. Working remotely from time to time in a small development team to gradually work towards an alpha release.

Mode Games

Game Programmer

Sept. 2018 to May 2019

Primarily focus on gameplay programming for mobile and web games using Unity. Other jobs include debugging, rigorously testing builds, level design and maintaining clear, optimized and versatile code.

Danebank School for Girls

IT Helpdesk Support

Hurstville
Nov. 2014 to Dec. 2016

Tasked with jobs in a ticketing system, workflow managed by task priority and was required to provide continual status updates. Completed tasks both individually and alongside other colleagues. Built great relationships with other co-workers and maintained the highest possible etiquette, dealing with clients experiencing technical difficulties. When necessary, worked well under stressful loads.

Specialist IT

Network Engineer

Menai
Mar. 2014 to Oct. 2014

Worked as an on-call computer technician and network engineer. Handled a multitude of remote control and on-site visits every day. Worked in many high stress environments to get clients back online ASAP.

COG Branding

Web Developer

Cronulla
May 2013 to Mar. 2014

Worked solo on both front and back end web development in HTML, CSS, Javascript, JQuery, PHP, SQL, MySQL and a range of CMS. Adjusted changes on-the-fly to fit constantly changing specifications. Worked closely with a graphical artist and branding manager with each product.

Double Click Computers

Computer Technician

Sutherland
June 2012 to Nov. 2012

Worked as an in-store technician and on-site when necessary. Diagnosed and repaired numerous computer issues ranging from hardware failures and software infections to DHCP server malfunctions. Dealt with customers of all different ages and personalities, many whom were in stressed states after experiencing technical difficulties. Worked well with a number of colleagues, shared many jobs through streamlined workflows and detailed status updates. Handled phone calls and provided remote assistance on a daily basis.

Skills

Unreal Engine 4 (BP & C++)

Unity Editor

Experience developing VR, PC, iOS & Android games

Confident programming in languages including but not limited to; C++, C#, OpenGL, Python, Javascript, PHP & SQL

Built and developed working online and local multiplayer systems

Adept problem solver, creating and designing algorithms in an object oriented manner

Perfectionist with a high level of attention to detail

Experienced in building, packaging and deploying solutions

Experience with Unreal and Unity debugging tools

Confident using and applying 3D maths

Experienced in gameplay, UI and VR programming

Able to adapt to new coding styles and write maintainable code

Confident using source control, adept in Git and Perforce

Experienced in creating and using plugins

Able to write shaders in HLSL and confident creating node based shaders

Experience working in multi-disciplinary teams using agile methodology

Easy to work alongside with great communication skills

Very high focus on polish and maintaining clear and reliable code

Contact

✉ steve@st3v3.com

🌐 st3v3.com

☎ 0409 221 796

📍 Sydney, Australia

in -steve

Education

University of Technology, Sydney

Bachelor of Science Games Development 2020

(with Distinction)

85 WAM (6.38 GPA)

Academy of Interactive Entertainment

Adv. Diploma Professional Games Development 2017

Inaburra School

Higher School Certificate 2011

First Aid

First Aid Certificate 2018

RSA Certificate

Responsible Service of Alcohol 2014

RCG Certificate

Responsible Conduct of Gambling 2014

Portfolio

Portfolio

For video, images and further detailed information on projects and other relevant work I have worked on, please visit my portfolio at st3v3.com