Adam Tedder
Game Programmer
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I am a professional Game Programmer with a First-Class Honours degree in BSc Computer Games Development from University of Westminster. During my career and university, I have developed strong technical, interpersonal and time management skills.

Key Skills

- **Applications:** Unity, Unreal Engine 4 & 5, Adobe Photoshop, MS Office, Autodesk Maya, 3DS Max, Motionbuilder, Mixer, Visual Studio, Substance Painter, Git, BitBucket, Trello, Team Gantt, Perforce, Plastic SCM, RenderDoc, Click Up, Slack.
- **Programming Languages:** C++, C#, Java, SQL, HTML, and CSS
- **Teamwork –** Flexible and able to effectively work in both a small or large team of programmers, designers, artists and modellers. Worked in teams that have used Agile and Waterfall methodologies.
- **Virtual Reality (VR) –** Advanced experience in building optimised Virtual Reality games and applications for multiple clients.
- **Vertical Slice & Prototyping:** Experience with building vertical slices for publishers to a high standard.
- **Multiplayer -** Experience setting up multiplayer in Unreal to work on Steam Servers. Able to look through code, and determine what needs to be replicated for the game.

Work Experience

Red Marmoset Games | Programmer | Contract   **September 2023 - Present**

- Part of a small team of developers who are building a vertical slice, for a comic book stylised first person shooter (FPS) using the Unity Game Engine and C#.
- Working independently to code new and existing features of the vertical slice including: Gameplay, AI, UI/UX and tools.
- Gameplay: Implemented Aim Down Sights (ADS) for more accurate shooting; added in a stealth system to allow players to tackle enemy encounters in a different way such as using a silent takedown.
- AI: Improved the vision and hearing senses of enemies so that they are more challenging and so that they function better with the implemented stealth mechanics.
- UI/UX: Improved upon existing damage indicators by increasing their number and accuracy for a better player experience; updated the crosshair to be more dynamic so it reacts to player movement and turns red when hovering over enemies.
- Taking part in code/feature reviews to gain feedback, so that my work can be to the highest standard.

3T Transform | VR Developer   **September 2022 - September 2023**

- Part of a small team of developers who are developing Virtual Reality (VR) training scenarios for clients on the Oculus Quest 2 within Unreal Engine 4/5 using a mixture of both C++ and Blueprints.
- Working independently to code aspects of the scenarios, expanding upon pre-existing plugins or building new plugins. Moreover, I'm able to manage my time and resources to make sure that I can complete my tasks within a two week sprint.
- Reviewing both my own work and co-workers' code to help find bugs and look for possible improvements. Also, able to take in feedback from both coworkers and clients to further improve my work.
- Helped build clean and understandable UI/UX for VR and non-VR experiences, by using good UI and UX practices. I would also work with other members of the team, to get feedback which I could then implement.

Basement Games | Game Developer   **October 2021 - September 2022**

- Was part of a small team of engineers, who closely worked together to build a game within Unreal Engine 4, using a mixture of C++ and Blueprints.
- As we were only a small team, I got the chance to code many different aspects of the game including: character controls, combat, multiplayer, AI, crafting, and UI/UX.
- When building upon the multiplayer functionality I had to carefully build and test so that the most important aspects of the game were replicated between clients; and making sure that there were no latency issues.

Education
University of Westminster   **September 2017 – July 2020**
BSc (Honours) Computer Games Development   **First Class Honours**

- Third Year Modules: Final Year Project (Unreal Engine 4/Blueprint/C++/VR), Game Development Group Project III (DirectX/C++), Advanced Maths & Game AI (Unity/C#), Networked Games & Security (Unity/C#) and Advanced Interactive Media Development (Unity/C#)
- Second Year Modules: Applied Maths and Physics for Games, 3D Graphics Programming (OpenGL/C++), Object Oriented Programming (C++), 3D Interactive Media Development (3DS Max/ Unity), Game Development Group Project II (Unreal/C++/VR/Blueprints), Game Engine Architecture (Unreal Engine 4/Blueprint)
- First Year Modules: Programming Principles I, Programming Principles II, Game Development Group Project I, Computer System Fundamentals, Web Design and Development, Mathematics for Games Development

Woking College   **September 2014 – June 2016**
- A-Levels: Computing, Geography, BTEC Forensic Science
- Created a database in SQL and Visual Basic for a client, as part of the Computing course.

GCSEs
Winston Churchill School   **September 2009 – June 2014**
- 9 GCSEs (A-C) including English, Maths and Science

Additional Experience
- I am a mentor at University of Westminster, where I provide first and second year game development students support in their coursework, work placements and career. I have run mock interviews, coding tests and general career advice to help them prepare for future interviews and jobs.
- In 2020, I led a team as part of the Tranzfuser competition which lead to our team being awarded **£5000 prize funding** towards developing our game
- Game Jams competed in: Westminster Games Jam 2018 (Won the '**Best Noob Game**' Award), Westminster Game Jam 2019 (won the '**Best Technical Game**' Award which was judged by Splash Damage), and Game Parade 2020 (Won Best '**Solo Game**' Award).
- Games Course Representative at my university for three years, where I collected and collated feedback from students so that it can be presented to the course leaders.