

# Alex Stopher

Senior Gameplay Programmer

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## SUMMARY

I am a developer with a passion for understanding the design behind game mechanics, along with an interest in AI and how it affects user experience. I am consistently able to motivate myself on goals that I set out to achieve, resulting in a strive for self-improvement within both game development and my own personal endeavours. During my time as a gameplay programmer I have gained experience in working within strike teams, as well as engaging with the design department and other disciplines to achieve project goals without sacrificing quality.

## EXPERIENCE

### Ballistic Moon — Senior / Gameplay Programmer

September 2021- October 2024

#### Until Dawn (2024)

PS5, PC

- Porting original Decima data and code to Unreal Engine 5
- Improving and extending lua level logic and scripting functionality
- Designing and implementing AI and Interaction systems
- Designing achievements
- Implementing facial animation system and audio features
- Supporting external audio and VFX teams
- Mentoring and leading programmers in shared features

### Wushu Studios — Gameplay Programmer

September 2020 - September 2021

#### Batman: Arkham Shadow

Meta Quest 3

- Implementing audio and gameplay audio features
- Creating tools and systems for audio designers

#### The Ascent

PC, Xbox One, Xbox Series S/X

- Implementing audio and gameplay audio features
- Creating tools and systems for audio designers
- Optimisation of Wwise

## PORTFOLIO

<https://www.alexstopher.co.uk/>

<https://www.linkedin.com/in/alex-stopher-190463164/>

## SKILLS

C++  
Python,  
Lua,  
Unreal Engine 4/5,  
Decima,  
PS5/Xbox SDK  
Wwise,  
Perforce,  
Jira,  
Confluence

## **D3t — Junior Programmer / Programmer**

August 2018 - August 2020

### Vampire: The Masquerade - Bloodhunt

PC

- Implementation of Behaviour Tree logic
- Upgrading AI path following
- Designing and developing reactive AI senses and actions

### Assetto Corsa Competizione

PS4, Xbox One

- Optimisation of the physics engine and user interface
- Setup of user interface to work with console
- Implementation of wheel peripherals
- Conversion of PC save system to a console friendly one
- Improvement of build system integration with Unreal Engine 4

### A Knights Quest

PC, Switch, PS4, Xbox One

- Optimisation of the game code and systems
- Implementing gameplay features and mechanics
- Tweaking level design
- Set up of the PS4 port of the game to be TRC compliant

## **EDUCATION**

### **BSc Computer Games (Software Development)**

September 2015 - June 2018

Southampton Solent University

## **ADDITIONAL INFO**

In my spare time I am an event organiser and competitive player for various fighting games in the European community. This has given me the opportunity to travel internationally and experience a diverse range of cultures. When I'm not at an event I enjoy watching movies, both old and current, to improve my understanding of storytelling and how it can be applied to other mediums. I also prototype small applications and games to help increase my knowledge of why and how they can work.