| Alex StopherSenior Gameplay Programmer | 47A The Avenue,Southampton, SO17 1XP**+44 7964008914****alexstopher@ngievents.co.uk** |
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| SUMMARYI 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.EXPERIENCEBallistic Moon — *Senior / Gameplay Programmer*September 2021- October 2024Until 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 2021Batman: Arkham ShadowMeta Quest 3* Implementing audio and gameplay audio features
* Creating tools and systems for audio designers

The AscentPC, Xbox One, Xbox Series S/X* Implementing audio and gameplay audio features
* Creating tools and systems for audio designers
* Optimisation of Wwise

D3t —Junior *Programmer* / *Programmer*August 2018 - August 2020Vampire: The Masquerade - BloodhuntPC* Implementation of Behaviour Tree logic
* Upgrading AI path following
* Designing and developing reactive AI senses and actions

Assetto Corsa CompetizionePS4, 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 QuestPC, 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
 | PORTFOLIO[**https://www.alexstopher.co.uk/**](https://www.alexstopher.co.uk/)[**https://www.linkedin.com/in/alex-stopher-190463164/**](https://www.linkedin.com/in/alex-stopher-190463164/)SKILLS* C++
* Python,
* Lua,
* Unreal Engine 4/5,
* Decima,
* PS5/Xbox SDK
* Wwise,
* Perforce,
* Jira,
* Confluence
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# 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.