| Alex Stopher  Senior Gameplay Programmer | 47A The Avenue,  Southampton, SO17 1XP  **+44 7964008914**  [**alexstopher@ngievents.co.uk**](mailto:alexstopher@ngievents.co.uk) |
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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. 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 |

# 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.