

TOYAN GEORGE GREEN

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Experienced gameplay programmer with a strong history of contributing to the development and successful launch of multiple AAA titles. I prioritize taking ownership and responsibility, focusing not only on coding proficiency but also on effective planning and open communication. Thriving in collaborative environments, I value teamwork, transparency, and mutual respect as essential components of project success. Eager to continue advancing my skills and making meaningful contributions to exciting projects whilst having fun with like-minded people.

EXPERIENCE

NOVEMBER 2021 – PRESENT

INTERMEDIATE PROGRAMMER, SONY FIRESPRITE

- Implemented well-engineered, reliable, scalable, and maintainable code across diverse projects, including Sea of Thieves, Horizon Call of the Mountain, and an unannounced project.
- Took ownership of the development of key game systems, working across 3Cs, interactions, animation, and narrative.
- Collaborated with the design team to create, iterate, and deliver gameplay mechanics for various projects utilizing Unreal Engine.
- Contributed to project planning while demonstrating the ability to autonomously tackle significant features with minimal supervision.
- Profiled game systems to streamline optimization efforts and facilitate the seamless delivery of content for live service.
- Regularly conducted build, deployment, and testing procedures on development kits to guarantee seamless functionality on target hardware configurations.
- Engaged in training aimed at cultivating leadership and mentorship skills, preparing to impart knowledge, expertise, and industry best practices to team members effectively.

JULY 2020 – NOVEMBER 2021

PROGRAMMER, CODEMASTERS

- Contributed to the implementation of many game features, including racing gameplay logic, UI, customisation systems, and save systems.
- Ensured the development of high-quality code for both in-house engine (Dirt 5) and Unreal Engine (unannounced) projects, adhering to established standards and guidelines; actively participated in code reviews to maintain code quality and consistency.
- Actively collaborated with the design team, offering technical support and insights to refine feature plans, iterate on designs, and address feedback, ensuring seamless alignment with project objectives and meeting fixed deadlines.
- Maintained transparent communication within the team, providing regular updates on progress, troubleshooting issues, and promptly resolving bugs through rigorous testing against design specifications.
- Participated actively in agile planning sessions, daily stand-up meetings, sprint reviews, and retrospectives, providing feedback to enhance team efficiency.
- Broke down work into manageable tasks deliverable during sprints, providing realistic estimates of complexity and implementation time.

SEPTEMBER 2015 – SEPTEMBER 2019

SOFTWARE DEVELOPER, ROCK SOLID KNOWLEDGE

- Developed and delivered multiple greenfield projects and contributed to existing codebases, demonstrating proficiency in cross-platform mobile development, web development, web services, and deployment pipelines.
- Played an integral role in technical and production planning, achieving Scrum Master certification and ensuring effective team collaboration.
- Collaborated with multidisciplinary teams to deliver high-quality software solutions, leveraging expertise in C#, JavaScript frameworks, and CSS.
- Consistently followed best practices, development processes, and coding standards, contributing to the success of various projects and initiatives.

JUNE 2015 – JULY 2015

3D CONTENT DEVELOPER, ISHIDA EUROPE LTD

- Utilized Unity game engine to develop "Ishida Expert" training software, demonstrating proficiency in C# programming and accurate simulation development.
- Observed and analysed working machinery to recreate accurate simulations, contributing to the enhancement of training programs and operational efficiency.
- Collaborated with team members to deliver high-quality 3D content, ensuring alignment with project requirements and objectives.

EDUCATION

SEPTEMBER 2019 – AUGUST 2020

MSC VIDEO GAME DEVELOPMENT, BIRMINGHAM CITY UNIVERSITY

- Developed a solo project, a 3rd person arena shooter survival game for PC using C++ and Unreal Engine.
- Designed and implemented combat gameplay mechanics for a 3D arena fighting game for PS4 using C++ and Unreal Engine.
- Created gameplay mechanics and game systems for a 2D action platforming game for PC utilizing C++ and Cocos2d-x.

SEPTEMBER 2012 – MAY 2015

BSC COMPUTER GAMES TECHNOLOGY, BIRMINGHAM CITY UNIVERSITY

- Conducted research and produced a dissertation titled "The Use of Persuasion in Games," consisting of 10,000 words along with a supporting Unity game.
- Acquired proficiency in C++ game programming using DirectX, Irrlicht, Irrklang, and Assimp.
- Developed skills in C# game programming using Unity and XNA frameworks.

SKILLS

- C++, C#, JavaScript
- Unreal Engine, Unity, MonoGame, Cocos2d-x
- Perforce, Plastic SCM, Git
- Jira, YouTrack, TeamCity, Jenkins

REFERENCES

Available on request