

# STEVEN HUGHES

## Summary

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I'm a game programmer based in Sydney, Australia, and I specialize in developing games in UE4. I am proficient in using Unity, have experience working with VR and can develop for both Android and iOS. I am also capable of programming in a range of languages including C++, C#, Java, OpenGL, HLSL, Python and Javascript. I have a strong passion for games and I am very keen to learn.

## Skills

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Experienced in Unreal editor and Unity editor  
Expert in UE4's Blueprint system  
Experience developing iOS & Android games  
Confident programming in languages including but not limited to; C++, C#, OpenGL, Python, Javascript, PHP & SQL  
Built and developed working multiplayer systems  
Adept problem solver, creating and designing algorithms in an object oriented manner  
Perfectionist with a high level of attention to detail  
Experienced in building, packaging and deploying solutions  
Experience with Unreal and Unity debugging tools  
Confident using and applying 3D maths  
Experienced in gameplay, UI and VR programming  
Able to adapt to new coding styles and write maintainable code  
Confident using source control, adept in Git and Perforce  
Experienced in creating and using plugins  
Able to write shaders in HLSL and confident creating node based shaders  
Experience working in multi-disciplinary teams using agile methodology  
Easy to work alongside with great communication skills

## Employment

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### Mode Games

Game Programmer

Sept. 2018 to Current, Sept. 2018 to Current

Primarily focus on gameplay programming for mobile and web games using Unity. Other jobs include debugging, rigorously testing builds, level design and maintaining clear, optimized and versatile code.

### Danebank School for Girls

IT Helpdesk Support

Hurstville  
Nov. 2014 to Dec. 2016

Tasked with jobs in a ticketing system, workflow managed by task priority and was required to provide continual status updates. Completed tasks both individually and alongside other colleagues. Built great relationships with other co-workers and maintained the highest possible etiquette, dealing with clients experiencing technical difficulties. When necessary, worked well under stressful loads.

### Specialist IT

Network Engineer

Menai  
Mar. 2014 to Oct. 2014

Worked as an on-call computer technician and network engineer. Handled a multitude of remote control and on-site visits every day. Worked in many high stress environments to get clients back online ASAP.

### COG Branding

Web Developer

Cronulla  
May 2013 to Mar. 2014

Worked solo on both front and back end web development in HTML, CSS, Javascript, JQuery, PHP, SQL, MySQL and a range of CMS. Adjusted changes on-the-fly to fit constantly changing specifications. Worked closely with a graphical artist and branding manager with each product.

### Double Click Computers

Computer Technician

Sutherland  
June 2012 to Nov. 2012

Worked as an in-store technician and on-site when necessary. Diagnosed and repaired numerous computer issues ranging from hardware failures and software infections to DHCP server malfunctions. Dealt with customers of all different ages and personalities, many whom were in stressed states after experiencing technical difficulties. Worked well with a number of colleagues, shared many jobs through streamlined workflows and detailed status updates. Handled phone calls and provided remote assistance on a daily basis.

## Contact

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📍 Sydney, Australia  
in -steve

## Projects

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### Portfolio

For images and other detailed information on the following projects and an extended list of my other works, please visit my portfolio at [st3v3.com](http://st3v3.com)

### Befoul

This project was completed by a team of 5 (1 Programmer, 3 Artists, 1 Designer) as our major work from AIE, Sydney, over the course of 12 weeks. We developed a stylized RPG survival game with an extensive inventory, crafting and building system. Befoul was made using Unreal Engine 4 and published for PC only.

### Battle Arena: Hovercars

This was my first time using UE4. This project was completed in 6 weeks at the end of my first year at AIE, Sydney.

Battle Arena: Hovercars is a networked, multiplayer, hovercar fighting game, where each car is controlled by two separate players; one driver and one gunner. Our team consisted of 2 programmers, 3 artists and 1 designer. My work included researching, designing and implementing the network system, building all of the working mechanics of the hovercar and programming the UI.

## Education

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University of Technology,  
Sydney

July 2018 to  
Current

Bachelor of Science Games Development

### Academy of Interactive Entertainment

Adv. Diploma Professional Games  
Development 2017

### University of Wollongong

(Deferred) Bachelor Computer Science  
2012

### Inaburra School

Higher School Certificate 2011

### RSA Certificate

Responsible Service of Alcohol 2014

### RCG Certificate

Responsible Conduct of Gambling 2014