

steven hughes

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+ summary

Hi, I'm Steve! I'm a Senior Gameplay Programmer originally from Sydney, Australia, with over 6 years of industry experience. I specialise in Unreal Engine, though I have experience in both proprietary engines and Unity. I have completed a BSc. Games Development with Distinction at UTS and an Adv. Dip. in Professional Games Programming at AIE Sydney.

I have experience building both games and apps for PC, VR, Android, iOS and Nintendo Switch. I am also capable of programming in a wide range of languages, including but not limited to C++, C#, Java, OpenGL/GLSL, Python and Javascript.

+ employment

Gameloft Brisbane

Gameplay Programmer
Jan. 2022 to Current

As a gameplay programmer at Gameloft, I've had to learn to work as part of a much larger team - both within our studio and externally as a global company. Adaptability, communication and writing clean, robust code are 3 key areas where I believe I've successfully taken my skillsets to another level as I've worked with an incredibly talented team on much larger projects. I've spent majority of my time in Unreal Engine, building out large systems to create fun and interactive games, whilst also finding the time to create tools for our design and art teams to assist in their workflows.

Start Beyond

XR Developer
Jan. 2021 to Nov. 2021

My role at Start Beyond has been primarily building, developing and deploying a range of apps and interactive experiences in both AR and VR in a tightly knit team of fantastic, friendly and experienced individuals. Some of my other duties include R&D with new technologies - both software and hardware - to continue paving the way in the XR industry, building development tools and implementing automated testing and deployment pipelines.

7DX

Gameplay Programmer
Oct. 2020 to Jan. 2021

Working in UE4, my role involved working tightly in a small development team to build VR/XR apps, experiences and games for a range of different clients. This included building and testing on iOS and Android mobile devices using spatial data and Oculus Rift VR. In this position I needed to be able to produce high quality, robust code in short timeframes to not only meet incredibly tight deadlines but also continually push our level of detail to new heights.

SIT2

Game Programmer (3 Month Contract)
June 2020 to Aug. 2020

Worked in a small team to create a high fidelity VR training application in UE4. My role had a heavy focus on motion capture, sequence tooling, inverse kinematics, animation cleaning and runtime level streaming whilst also creating interactive runtime tools for use by an external party.
(NDA, restricted to a broad overview)

VScope Studios

Gameplay Programmer (Contract)
Feb. 2018 to June 2020

Working as the primary gameplay programmer on VScope's "Deadline". Initial creation and ongoing game maintenance with a focus on UE4's Vehicle Component and driving physics. Working remotely from time to time in a small development team to gradually work towards an alpha release.

Mode Games

Game Programmer
Sept. 2018 to May 2019

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
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
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
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
2012 to 2013

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.

+ education

University of Technology, Sydney

Bachelor of Science Games Development 2020
(with Distinction)
85 WAM (6.38 GPA)

Academy of Interactive Entertainment

Adv. Diploma Professional Games Development 2017

Inaburra School

Higher School Certificate 2011

First Aid

First Aid Certificate

+ skills

Unreal Engine (BP & C++)

Unity

Experience developing VR, PC, iOS & Android games

Confident programming in languages including but not limited to: C++, C#, OpenGL, Python, Javascript, PHP & SQL

Built and developed both online and local 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 GLSL and confident creating node based shaders

Experience working in multi-disciplinary teams utilising agile methodology

Easy to work alongside with great communication skills

Very high focus on polish and maintaining clear and reliable code

+ portfolio

Portfolio

For video, images and further detailed information on projects and other relevant work I have worked on, please visit my portfolio at st3v3.com