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Personal Statement

I am a career driven person who is always looking to further improve myself, whether this be at work or at home; I always strive to be better at what I do & also to do things I’ve never done before.

I have been programming in a professional setting for five years now & I have only gotten better over time. I still love programming both as a job & as a hobby due to the consistent challenges & puzzles that it presents. I am never afraid to delve into other areas of the code to track down an issue as I find that even if I was pulling on the wrong thread, I now know more than I did.

Career Plans

My initial career plan was to break into the game industry & create several games; I can happily say I have accomplished this.

Looking forward I want to expand my skillset further. To that end I will continue to become fluent in the latest technologies, expand on my current knowledge of programming languages & also continue to challenge myself through my work.

Education

**University Of Bolton**

2012 - 2015 ▪ Bachelor Of Science In Games Programming

* First Class Degree

**South Trafford College**

2010 - 2012 ▪ Btec National Diploma In Games Development

* DDM

Work Experience

* **Business Careware, software developer** – (Jan 2015/June 2015)Only worked here a short duration as I was looking to work in games.

Business Careware is a software company that provides booking software to clients. While I was working here, I was responsible for the development of new applications with minimal oversight as well as porting our existing work to c#. I had to learn Sql, Visual basic, php, css & html as part of this position.

* **TT Games, Junior Game Mechanics Programmer** (June 2015/June 2017)**/Game Programmer** (June 2017/June 2020)**/Senior Game programmer (June 2020/Present)** – Full time

TT Games create the Lego video games franchise. While working here I have worked on the following titles, all these games were developed using C++:

**Lego Marvel Avengers (3ds/vita) - Handheld**

This project was getting wrapped up as I first joined the company, I was working on this project part time when needed for the first 3 months mainly dealing with bugs getting it prepped for sale.

**Lego Star wars: The Force Awakens (3ds/Vita) - Handheld**

I was the first programmer in my team of four to start working on this project. In total I was responsible for over 100+ mechanics, some of these were legacy mechanics that I had to maintain & alter, and others were brand new mechanics. These were generally smaller systems. I ended up working on so many due to me getting more setup that was expected of me before the rest of my team got onto the project.

**The Lego Ninjago Movie Video Game (Ps4/Xbox One/Switch/Steam) – Console**

This was my first project as part of our gameplay team instead of mechanics & I was working with a different engine than previously. In this project I was responsible for all of the parkour elements; this included existing elements such as bar hops, brick grabs, twirl poles, ladders, poles & running. All of these were separate mechanics & part of my job was to have them all work with each other. On top of this I developed a free running system that allowed wall running, jumping between buildings & worked in tandem with the existing mechanics, so you could just from a wall to a ladder for example. The work I did on our parkour system got carried over to other games from then on as it allowed linking all the parkour together.

**Lego The Incredibles Video Game (Ps4/Xbox One/Switch/Steam) – Console**

In this project I was responsible for Mr Incredible, any mechanics related to him were for me to do, as well as continued support on the parkour side of things. I had to write a mechanic that allowed him to pick up small marked props, players or vehicles. This was fairly straight forward, but had a few challenges due to collision while carrying larger objects. I also wrote a 3 part mechanic that any part could be removed & the rest of it would still operate correctly. This required close work with our animation department as well as our design team who would implement them in game.

**The Lego Movie 2 Videogame (Ps4/Xbox One/Switch/Steam) – Console**

This project was written in our codebase for lego worlds. I was responsible for our portable building mechanic as well as our toolbar for selecting an item to equip. This was quite a challenging project as the lego worlds codebase had a few hardcoded elements that we had to make dynamic, the toolbar being one of them. On top of that making the build mechanic work anywhere & let you build, props, characters & vehicles was no small feat due to the complexity of the world.

Hobbies & Interests

While outside of work I enjoy working on personal projects in Unity & Unreal to keep my skills in these engines sharp, I have a folder full of projects mainly dedicated to trying out new things such as path finding or procedural generation. As well as this I enjoy going to the gym several times as a week with my friends to try & offset the amount of time I spend sat at a computer. Otherwise I can be found watching the latest series or playing the latest games.

References

* Available on request