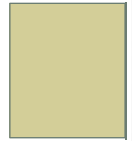


GOUGH, CHRISTOPHER

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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 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