

# STEPHEN ARNOLD

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Portfolio: <https://stephenarnolddev.com/portfolio/>

## PERSONAL PROFILE:

Enthusiastic UK based programmer that specialises in game development and technologies, with over three years of experience within the industry and several 2D and 3D projects under their belt for various platforms including mobile phones and computers. Who has worked autonomously in both team and solo developed games, with experience at all stages of development within Agile environments. Key knowledge in working with game engines: Unity and Unreal, understanding their principles and adapting to their methodology.

## SKILLS:

- ❖ Programming with C#, C++, Java, Python, Javascript, PHP and Lua.
- ❖ Experience with Unity, Unreal, Android Studio and Gamemaker Studio.
- ❖ Understanding of programming with: Multiplayer, Gameplay, Multi-threading, Physics, UI, Analytics and GFX/VFX
- ❖ Published titles to Steam, Google play store and Itch.io.
- ❖ Other tools used include: Git, Perforce, Visual Studio, Atom, Maya, Blender, Trello, Jira, Confluence and other core development software.
- ❖ Creative problem-solving approach in a fluid, flexible and continuously evolving environment.
- ❖ Experience with mentorship of junior programmers.
- ❖ ECS and OOP approaches and DOTS experience

## EXPERIENCE:

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SEPTEMBER 2024 – ONGOING, SELF EMPLOYED UNITY DEVELOPER CONTRACTOR

Self employed game developer working with short-long term contracts, working with teams as a contracted C# Unity developer on various games.

- Worked with Kittens in Timespace LTD as a lead programmer on a 2D platformer roguelite action cat game called Clawpunk. Responsible for taking ownership of given features from concept to execution, working with the team to optimise gameplay and player experience. Including work on enemy and boss Gameplay, AI, UI, Analytics, saving/loading, inventory systems, Steam/Epic integrations, Achievements and optimisations. Additionally providing tools for development and QA. Using Unity, Codecs, Git, Github and google documents for collaboration within an Agile environment.
- Working with Glowstick Entertainment as an AI programmer to create the enemies and their complex logic in Super Dark Deception, which is a 2D remake of the horror game Dark Deception. Working with the team to capture the magic of the original in a 2D form,

including work on boss fights, pathfinding, state machines, Behaviour trees, navigation meshes and dynamic difficulty scaling.

- Previously worked on a 2D mobile multiplayer game during prototyping stages, using Unity's Multiplayer and Lobby services to create a fantasy setting where players had to team up and compete in minigames.

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JULY 2021 – SEPTEMBER 2024, PROGRAMMER, FREEJAM

Programmer employed at Freejam, primarily working with an ECS approach to gameplay and systems programming in Unity using C#.

- Responsible for a wide arrange of varied programming tasks from the technical design meetings all the way to completion and testing, including multiplayer network programming, Multi-threaded programming, UI programming, Analytics, Gfx/Vfx integration, destruction systems, optimisations and debugging.
- Keeping up with ever-changing requirements due to an iterative feedback process and liaising between the artists and designers to get all features fully functional and delivered within the deadlines to the best quality.
- Working with QA during bug cycles to identify bugs within the game reported internally and by users and promptly supply fixes. Creating both Unity and spreadsheet tools for Designers, Artists and QA to speed up production and allow quicker testing of new features in an isolated environment.
- In charge of mentoring new junior programmers upon joining the team, submitting and reviewing code reviews within the code team, and providing feedback to senior developers when implementing major engine features, suggesting alternatives or more efficient methods.
- Including use of Unity, C#, Javascript, ECS, OOP, DOTS, Burst Compiler, Perforce, JetBrains, Shader Graphs and Confluence

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2019 – 2021, UNIVERSITY MENTOR AND DEPARTMENT OF NETWORKS & DIGITAL MEDIA WORKER, KINGSTON UNIVERSITY

Working as a mentor in the Computer Science Department of Kingston University. Acting as an assistant to newer students on my course to understand the lessons and generally assisting with programming. Also working as a teaching assistant to the first-year modules within my course.

#### EDUCATION:

- ❖ 1<sup>st</sup> class Computer Games Programming BSc (Hons), Kingston University, 2018 – 2021
- ❖ 3 A levels in Mathematics, Physics and Chemistry and an AS level in Computing

#### EXTRACURRICULAR:

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2019-2021, VARIOUS GAMEJAMS

-Participated and won awards in several gamejams hosted in person around Kingston and online. Details for each can be found in the full portfolio.

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2018-2019, MODULE CO-ORDINATOR, CODERDOJO HAM

-Head of a voluntary monthly course that taught children aged 7-17 to code games online within Roblox.

PROJECTS:



**Clawpunk - 2025 [Kittens in Timespace]**

2D action platformer with rogue-lite elements. Using 9 characters with 9 lives to progress through 5 punk themed worlds and bosses.

Technology: Unity with C# for Steam, PS5, Switch 1, XBOX and Switch 2



**Super Dark Deception - 2024 onwards [Glowstick Entertainment]**

2D Horror maze runner with various monsters and boss fights.

Technology: Unity with c# for Steam, PS5, Switch and XBOX



**Robocraft 2 – 2023 [Freejam]**

3D multiplayer and building block-based machines and combat game. Published to Steam.

Technology: Unity with C# (ECS with DOTS/Svelto) on PC



**Techblox - 2022 [Freejam]**

3D multiplayer sandbox with block-based creation, racing and destruction

Technology: Unity with C# (ECS with DOTS/Svelto) on PC

REFERENCES: AVAILABLE ON REQUEST