

LIAM RÜDEL

86 Frances Havergal Close,
Leamington Spa, CV313BU, UK
(07722) 233-225
info@liamrudel.com
www.liamrudel.com

GAMEPLAY PROGRAMMER

EXPERIENCE

FreeStyle Games, Leamington Spa — *Gameplay Programmer*

MARCH 2012 - PRESENT

Modern Platforms. Gameplay Systems. Integration Test Frameworks. Prototyping. Unity. Games As Service. UI. Debugging.

DoubleSix Games, Guildford — *Contract Programmer*

JANUARY 2012 - FEBRUARY 2012

UI. Porting Console to PC.

ZoëMode, Brighton — *Programmer*

OCTOBER 2010 - DECEMBER 2012

Frontend. UI. Audio. Playstation Move. Kinect. Gameplay Systems.

EDUCATION

IT Carlow, Ireland — *2nd Class Honors Grade 1 BSc Computer Games Development*

2005 - 2009

Programming: Game Device, Network, Physics, AI, Graphics, Audio.
Human Computer Interaction. Data Structures & Algorithms, Databases.

PROJECTS

Guitar Hero Live — PS4, XBone, PS3, X360, WiiU, iOS

SiNG PARTY — WiiU

Zumba Fitness Rush — Xbox 360

Zumba Fitness 2 — Xbox 360, Wii

Grease Dance — PS3, Xbox 360

SKILLS

Programming:

Highly Proficient in C++,
Adept in C# & UnityScript,
Experienced in Flash.

Game Development:

Gameplay Programming.
Debugging. Unity 3D Engine.
Rapid Prototyping. SCRUM,
Agile Development. Cross
Discipline Communication.
Experienced with "Games as
a Service". Test driven
development. Continuous
integration systems.

Passion

I have an overwhelming
passion for making games.

REFERENCES & EMPLOYMENT CONFIRMATION

HR Department, *FreeStyle Games*, Imperial House, Holly Walk, Leamington Spa, CV32 4JG.

HR Department, *ZoëMode*, Suites 9-16, 5th Floor, Vantage Point, New England Road, Brighton, BN1 4GW.

David Burke, Principal
Programmer.
dave@burke.uk.net