

ELLIOT HAYWARD

I am passionate about games and game development and keenly interested in computer systems. I am hard-working, quick to acquire new skills and a good team player.

SKILLS

HIGHLY PROFICIENT IN: C++ (9 years); C# (4 years)

SOFTWARE EXPERIENCE: Unity (game engine); Version control software (incl. Git and P4); task tracking software; Visual Studio & MSVC toolchain; MS Office; Google Docs; MS Paint; Calculator.exe

EXPERIENCE

DEVELOPER

July 2015 – October 2016

MarkerMetro

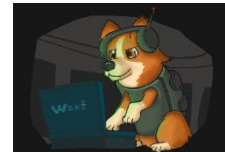
- Porting games and apps between iOS, Android, and Windows Store / Phone platforms.
- Optimising Unity-based games to run on low-end mobile platforms.
- Prototyping for a Disney Interactive mobile project using Unity.

DESIGNER & PROGRAMMER

March 2014 – July 2015

"Intel-agent", Jellywaffle (self-employed)

A buddy-cop cooperative stealth game where you play as a human agent or corgi hacker.



- Unity, C#.
- Game design, including compilation and documentation of thematic and aesthetic guides.
- A Unity plugin (C++) for preparing geometry data for real-time sound propagation.

PROGRAMMER

July 2012 - March 2014

"Star86", Podscape Holdings Ltd.

A massively multiplayer social game for younger audiences.

- Unity, C#.
- A robust visual scripting language tool for use by non-programmers on the team.
- A complete quest tracking system and design tools.

JUNIOR PROGRAMMER

May 2010 - April 2011

"Path of Exile", Grinding Gear Games

GameSpot's 2013 PC game of the year.

- C++, proprietary engine.
- Design and implementation of new tools for game design tasks.
- Setting up a Redmine based bug-tracker, after pitching it to the team.

EDUCATION

University of Auckland, partial BSc in Computer Science (Stage I and II) 2007-2009.