Iain Harrison

A BSc Creative Media and Game Technologies graduate seeking a

full-time game development role

Address: Dennenweg 223, Enschede 7545WE, Netherlands

Tel: +44(0)7532 178713

iainjharrison@gmail.com

<https://iainharrison.github.io/>

[www.linkedin.com/in/iain-harrison/](http://www.linkedin.com/in/iain-harrison/)

**Experience**

Feb 2022 [Thales](https://www.thalesgroup.com/en/countries/europe/netherlands), Hengelo Netherlands

- Jul 2022 Graduation Intern (Afstudeeropdracht)

 Duties:

* Working on the Thales Naval Game, a serious game to be played by students potentially interested in a career at Thales
* Responsible for improving the user experience of the project by creating tooling for dynamic animated scene transitions and UI feedbacks
* Creating tools and systems that implement scene transitions and responsive feedback to ensure continuity for future developers
* Improving the navigation of the UI from the perspective of UX

Sept 2021 [Abstraction Games](https://abstraction.games/), Valkenswaard Netherlands

- Jan 2022 Unpaid role, the company was the client for my IMT&S module at university.

* Created a 100 player multiplayer game with real-time live video feeds using Agora with a team of six others
* The project was an interactive game+meeting environment for recreational team development within Abstraction

Sept 2020 [Talespin](https://www.talespin.com/), Utrecht Netherlands

- Feb 2021 **Unity Developer Intern**

 Duties:

* Creating next generation VR/AR/MR solutions in Unity3D/C#
* Working closely with other engineers at the beginning of sprints to allocate tickets amongst the team
* Managing my own workstream completing diverse tickets, working on a range of tasks including bugs, enhancements and new features
* Prototyping and build with the latest mixed reality hardware (e.g. Oculus Quest, Vive, iOS and Android)
* Contributing ideas and solutions for potential features
* Participating in daily stand-up meetings and following scrum guidelines
* Communicating across multidisciplinary teams, both within the Netherlands and in Los Angeles

Feb 2020 [Dovetail Games](https://dovetailgames.com/), Chatham UK

 Work experience

 Duties:

* Learned Houdini and made procedurally generated objects
* Set up Houdini allocation calls at the SOP level on the server to free up the artists’ machines
* Communicated professionally with a wide range of employees
* Participated in meetings
* Shadowed engineers using Unreal Engine 4

**Education**

Sept 2018 Saxion University of Applied Sciences, Enschede NL

- July 2022 **BSc Creative Media & Games Technology**

**Final degree grade: 8.1**

Year four: Immersive Technology & Storytelling, Graduation internship (Afstudeeropdracht). Thesis title: Improving the user experience in Thales’ Navy Warship game.

Year three: Talespin internship, Doing Business with China (minor)

Year two modules: C++, 3D Math, Personal Portfolio I, Procedural Art, Personal Portfolio II, UX/UI Advanced, 3D Rendering, Software Architecture, Personal Portfolio III, Business Thinking, Advanced Tools, Networking, Personal Portfolio IV.

Year one modules: Programming, Personal Project Communication, Design Thinking, Imagery, Personal Project Research, Game Design, Game Programming, Input Output, Personal Project Presentation, UX/UI Design, Physics Programming, Web, Personal Project Portfolio, Behaviourism, Algorithms, Unity Game Scripting.

Sept 2016 University for Creative Arts, Rochester UK

- Jul 2018 BTEC Level 3 Extended Diploma Creative Media Production & Technology – **Distinction** (168 UCAS points)

Sept 2010 The Thomas Aveling School, Rochester UK

- Jul 2016 9 GCSEs grades A-C inc. maths (**B**), statistics (**B**) and English (**B**)

**Skills**

Confident: Unity, C#, tooling, procedural generation, algorithms, responsive and rewarding player feedback (game feel), networking

Intermediate: Unreal Engine 4, physics programming (3D and 2D), player behaviourisms, design, Live2D, linear algebra, software architecture

Adequate: HTML, CSS, rendering

**Personal**

I am passionate about gaming and all things tech. I enjoy taking part in game jams, both

organised and informal jams with friends. In October 2020 I completed a self-set [‘Game a Day’ challenge](https://iainharrison.itch.io/seasoning-of-the-witch) and attempted this again in 2021. I am currently developing a

hyper-casual, real time mobile game and am aiming for a multi-country distribution via

the Google Play store with integrated Unity ads and Google Admob.

I love to travel and experience different cultures and cuisines and see the sights. I also like to cook and learning new recipes. I spend time with friends playing DnD and watching films.

**References available on request**