Damian Slocombe

GAMES // PROGRAMMER // TOOLS

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ABOUT

Passionate, self-driven and committed games developer who has been growing for over **ten years**. Looking to join a **creative team** that wants to create memorable experiences for both players & the communities that are made with them. Also seeking opportunities to help push new tools and systems beyond the current standards in game engine workflows.

Began learning with GameMaker 8.1, but eventually this lead on to larger and more ambitious projects with **Unity** and other game engines. Interest in game development spread from gameplay to AI and eventually **editor tools**.

Now a competent developer that works on Unity editor tools and experimenting with game mechanics in their free time.

SKILLS

C# | C++ | HLSL | HTML/CSS/JS | Java | SQL

Unity | Unreal Engine | GameMaker Studio | Godot | Phaser.JS

Git | Perforce | NPM | Visual Studio | JetBrains | Console Porting

Node.JS | REST | Firebase | OpenGL | SDL2

EXPERIENCE

Mid–level Programmer

Unity | Porting | C# | Gameplay | Console | Tools | Agile | MVC

Hyper Luminal Games

December 2024 - April 2026

- An in-depth role involving both game projects & internal package development.
- Updated internal UI packages for improved support for input devices & prompts.
- Prototyped editor tools to enhance runtime debugging for both development and testing.

The Day I Became A Bird

- A collaborative work based on the short story & animation ***The Day I Became A Bird*** from ***Passion Pictures***.
- Added interaction flows using an in-engine node editor. Flows included animations, dialogue & variable conditions.
- Integrated localisation for dialogue & menus. Required multiple iterations and testing to validate.
- Debugged performance, input and gameplay systems on multiple platforms including **Nintendo Switch** & **PS5**.
- Tested out **alternative accessibility features** for colour-blocking using shaders.

Undisclosed NDA Project

- Worked with a client to create a **multiplayer sandbox** game using **Unity Netcode.**
- Created UI interaction systems that had to work with **local splitscreen** & online mutliplayer sessions.
- Continued exsiting development on inventory systems using FIFO data channels between UI & Game systems.
- Further details cannot be disclosed due to NDA.

Games Developer

Unity | C# | Gameplay | Mobile | Tools | Agile

Cobra Mobile

November 2022 - November 2024

- Worked on Unity projects for clients in various forms including physics based levels or "point and click" adventure games.
- Personally developed the custom editor front-end for Unity. Includes attributes, drawers, extended behaviour from the inspector.
- Communicated with QA to recieve feedback on issues, bugs or concerns for player ease of use.

Junior Games Programmer

Unity | Porting | C# | Xcode | Gameplay | Tools | Scrum

Ant Workshop

February 2021 - October 2022

Dungeon Golf

- Worked on an ever-changing codebase under **scrum management** implementing systems supported by editor tools.
- Developed an **in-engine runtime level editor** that could export and load levels. Unfortunately this never made it to the final product.

Mind Scanners (Console Port)

- **Nintendo Switch** port published by *Brave At Night*.
- Tested and implemented functional console controls for various parts of the game.
- Worked to a strict deadline with requirements specified in a design document.

Dead End Job (DLC)

- Developed new items and abilities used by the player.
- Replaced input system on all **Apple platforms** due to functionality problems.
- Developed for multiple platforms including **Xbox, MacOS and iOS.**

Gameplay, AI and Tool Programmer

Unity | C# | AI | Gameplay | Tools | Agile

Featherskull Studios

May 2020 - January 2021

Tribulation

Third-person Roguelike Hack and Slash game created for Tranzfuser in an agile team with five members made in Unity.

- Implemented powerful core systems over the entire project.
- Designed, implemented and iterated on a fully **custom finite state machine** with editor support.
- Prototyped **AI pathfinding** that allowed for physics, allowing them to move freely out of the constraints of the Unity NavMesh.
- Implemented a **rigidbody controller** solution that improved collision detection on top of Unity's non-deterministic physics.
- Developed an **attribute-focused saving system** that allowed easy exporting of in-game options values.
- Supported development for other members in the team designing systems and provided **peer programming sessions** for a combo melee system.

Quality Assurance Tester

Mineplex LLC

March 2016 - September 2018

- Provided in-depth and excellent feedback on new games, changes and features throughout testing sessions.
- Wrote a document for a game mode update which included media from prototyped systems personally implemented in Spigot. Was positively received by the developers and then implemented.

PERSONAL PROJECTS

Hierarchy Decorator

Unity | C# | Tools | Workflow | OSS

July 2020 – Present

- Unity tool extending the hierarchy window's functionality and **improving scene organisation**.
- Custom headers and draw options per instance in the hierarchy through the use of prefixes.
- Display icons for components on objects, with every Unity type supported and custom components supported.
- Easy to use **extendable API** with over
- Currently has over **1k stars** on GitHub.

Pinned Assets

Unity | C# | Tools | Workflow | MVC | OSS

July 2025 – Present

- A Unity tool providing a drag and drop interface to pin collections of project assets..
- API allowing GUI additions per asset type.
- Written with MVC for easy data communication.

Mineplex Stats API Wrapper

JS Node Firebase

2022

- Developed a basic wrapper around a Rest API providing the stats for players on the *Minecraft* server *Mineplex*.
- Included discord bot integration using firebase to easily keep track of stats for top player leaderboards.

EDUCATION

First Class Bsc (Hons.) Computer Games Development

University of the West of Scotland, Paisley, Scotland

September 2017 - May 2020

Honours Project

Unity C# Tools Procedural Gen AI Gameplay

- Created a **procedurally generated world**, made of a hexagonal shaped terrain using **perlin noise** and runtime meshes.
- Implemented fully functional **inventory** with pick ups and storage.
- Simple player controller including plane projected locomotion.

Web Games

Phaser 3 JS CSS HTML Local Multiplayer

- Implemented and designed a virtual web pet game inspired by *Tamagotchi*.
- Basic core loop was to take care of a pet as it grows, training it through various mini-games.
- All mini-games were varied in mechanics and included local multiplayer.
- **Local web storage** for saving progress and returning.

Level Design

Unity Tools C# FPS AI

- First-person Shooter inspired by the ***Metal Gear Solid*** series created with 1 other who lead the art direction & level design.
- Emphasis on tactical mechanics like **sneak and detection**.
- Enemies used a simple **Finite State Machine** combined with patrol-like navigation.
- Inventory system for items, ammo and health packs.
- Featured two bosses with unique attacks and behaviour.

FSM GitHub Repository

Patrol System Repository

AWARDS

Tranzfuser Award – Programmer

Tranzfuser - UK Games Fund

October 2020

- Entered Tranzfuser to pitch and create a game slice in order to be awarded a grant to help develop our teams studio.
- Awarded the "programmer award" for participating in the competition with *Featherskull Studios* for the progress and development done within the competition duration.

NATS Award

NATS (National Air Traffic Control)

December 2019

- Award won by designing an innovative game with core gameplay aspects involved in air traffic control.
- The game was to not only reflect the stress and difficulty of being an Air Traffic Controller, but to allow communication and coordination between players be critical for success.