

Damian Slocombe

GAMES // PROGRAMMER // TOOLS

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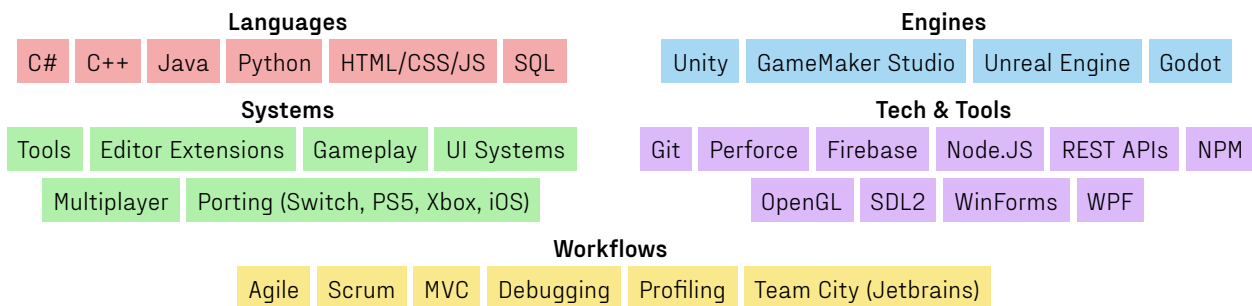
 <https://wooshii.dev>

ABOUT

A passionate tools-driven programmer with **6+ years of professional experience** creating **game development tools**, **implementing gameplay systems** and working on **console ports**. Looking to join a creative team pushing the **next generation of memorable gaming experiences** for players and the communities shaped from them. Motivated by opportunities to **improve development workflows** with well-designed, efficient tools while continuing to improve professionally.

Strong focus on **workflow optimisation**, **gameplay systems** and **UI**. Equipped to create **scalable systems**, **clean user interfaces** and **support in maintaining projects or packages**. Enjoys collaborative experiences and is known for clear communication, enjoying team problem-solving and delivering solid solutions. Current personal work centers on **open-source Unity editor tools**.

SKILLS



EXPERIENCE

Mid-level Programmer

C# Unity Porting Gameplay Multiplayer Console Tools Agile MVC

Hyper Luminal Games [\(Link\)](#)

December 2024 - April 2026

- An in-depth role involving both game projects and internal package development.
- Integrated into the client team, adopting workflows and practices.
- Updated internal UI packages for improved support for input devices and prompts.
- Prototyped an editor debug menu to enhance testing capabilities for both QA and programmers.

The Day I Became A Bird [\(Link\)](#)

- A collaborative work based on the short story and animation *The Day I Became A Bird* from *Passion Pictures*.
- Implemented interaction flows using an in-engine node editor (animations, dialogue, conditions).
- Integrated localisation for dialogue and menus. Required multiple iterations and testing to validate.
- Enhanced input and gameplay systems on multiple platforms including **Nintendo Switch** and **PS5**.
- Prototyped **accessibility features** including shader-based colour-blocking.

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** and **online multiplayer** sessions.
- Continued existing development on inventory systems using FIFO data channels between UI and game systems.
- Further details cannot be disclosed due to NDA.

Games Developer

C# Unity Gameplay Mobile Tools Agile

Cobra Mobile

November 2022 - November 2024

- Developed gameplay features for "point and click" adventure and physics mobile titles.
- Personally developed the custom editor front-end for Unity (attributes, drawers, inspector extensions).
- Collaborated with QA to receive feedback on issues, bugs or concerns for player ease of use.

Junior Games Programmer

Ant Workshop [\(Link\)](#)

C# Xcode Unity Porting Gameplay Tools Scrum

February 2021 - October 2022

Dungeon Golf [\(Link\)](#)

- Worked in a rapidly evolving codebase under **scrum management** implementing systems supported by editor tools.
- Prototyped an **in-engine runtime level editor** that could export and load levels for custom content.

Mind Scanners (Console Port) [\(Link\)](#)

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

Dead End Job (DLC) [\(Link\)](#)

- Developed new items and abilities used by the player.
- Replaced legacy input systems across all **Apple platforms**.
- Supported multiple platforms (**Xbox, MacOS and iOS**).

Gameplay, AI and Tool Programmer

Featherskull Studios

C# Unity AI Gameplay Tools Agile

May 2020 - January 2021

Tribulation [\(Link\)](#)

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

Spigot Java QA Testing

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 [\(Link\)](#)

July 2020 - Present

C# Unity Tools Workflow OSS

- Currently has over **1k stars** and **3k total downloads** on GitHub.
- Extends Unity's hierarchy window with custom headers, component icons and per-instance togglable information.
- Widely adopted in the Unity tools ecosystem.
- Flexible **API** enabling community driven feature additions.

Pinned Assets [\(Link\)](#)

July 2025 - Present

Unity C# Tools Workflow MVC OSS

- Unity tool with a drag and drop interface for pinning asset collections..
- MVC-based architecture for clean data handling.
- Extensible API for custom GUI features.

Mineplex Stats API Wrapper [\(Link\)](#)

2022

JS Node Firebase Rest API

- Developed a lightweight wrapper for Mineplex's player stats API.
- Integrated with a Discord bot for automated leaderboard tracking.

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

- Procedural runtime hex-terrain world generation using **perlin noise** and runtime meshes.
- Features included a fully functional **inventory** and a player controller using plane projected locomotion.

Level Design

Unity Tools C# FPS AI

- First-person shooter inspired by the *Metal Gear Solid* series.
- 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.

AWARDS

Tranzfuser Award – Programmer

Tranzfuser - UK Games Fund [\(Link\)](#)

October 2020

- Awarded the "programmer award" for creating a game slice in order to be awarded a grant to help develop our teams studio.

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.