Damian Slocombe
GAMES / PROGRAMMER / TOOLS
UK, Scotland

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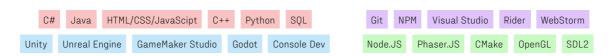
ABOUT ME

Passionate, self-driven and committed games developer who has been growing for over **ten years**. Looking to join a **creative team** that loves what they do as much as them, while also equally caring for their games and the community that experience them. Being able to give back to a community is part of the care and love they have for development.

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.

Hosts a yearly Christmas event among friends with a developed game for everyone to play, to create fun competition and rewards.
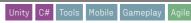
SKILLS

| C# | Java | HTML/CSS/JavaScipt | C++ | Python | SQL | | Git | NPM | Visual Studio | Rider | WebStorm |

| Unity | Unreal Engine | GameMaker Studio | Godot | Console Dev | | Node.JS | Phaser.JS | CMake | OpenGL | SDL2 |

EXPERIENCE

Games Developer
Cobra Mobile 🔗   `Unity` `C#` `Tools` `Mobile` `Gameplay` `Agile`
November 2022 - Current

- 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. Ongoing.
- Communicated with QA to recieve feedback on issues, bugs or concerns for player ease of use.
- Project specifics unavaliable due to NDA.

Junior Games Programmer
Ant Workshop 🔗   `Unity` `C#` `Xcode` `Tools` `Console` `Gameplay` `Scrum`
February 2021 - October 2022

Dungeon Golf – Game 🔗
- 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.

Mind Scanners – Console Port 🔗
- Worked on the **Nintendo Switch** port publiahed 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 – Game 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
Featherskull Studios 🔗   `Unity` `C#` `Tools` `AI` `Gameplay` `Scrum`
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** including 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 🔗
July 2020 – Present

`Unity` `C#` `Tools` `Workflow` `OSS`

- 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.

Pinball Physics
May 2024 – Present

`Unity` `C#` `Tools` `Physics`

- Developing a fully running physics framework to create 3D pinball.
- Using Unity to currently render the output.
- Includes dynamic colliders, front end debugging and settings.
- Supports both solid and trigger style collisions.
- Detached to Unity, using independent structures and logic.

Discord community bot
May 2024 – Present

`JS` `Node` `Firebase`

- Developed a simple **discord bot** for a close friend commmunity.
- Features include slash commands, reactions, and self-role creation.
- Includes functionality for suggesting movie/show nights that are stored on firebase for easy look up.

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 was in charge of art/level design.
- Emphasis on tactical mechanics like **sneak and detection**.
- Enemies used a **simple state machine** deciding what to do based on their current behaviour.
- Simple inventory system with items for ammo and health packs.
- Included two bosses with individual attacks and behaviour.

AWARDS

Tranzfuser Award – Programmer
Tranzfuser – UK Games Fund

October 2020

- Entered Tranzfuser to pitch and create a slice of a game idea 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.