SID SWAMY

PROGRAMMER AND GAME DEVELOPER

CONTACT

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ABOUT ME

I am a Computer Games Technology graduated from the University of Portsmouth with proficiency in programming. My hobbies include playing video games, reading, watching movies and going out on walks

SKILLS

- **Unreal Engine**
- **Unity**
- **C++**
- **C#**
- **Perforce**
- **Git**
- **Jira**

EXPERIENCE

Unreal Engine TD - The Third Floor

July 2021 - Aug 2022

- Developed Virtual Production Tools in **Unreal Engine** using both **blueprints** and **C++**
- Worked with **VR and XR** technologies
- Worked on **multiple published shows** and **titles on site** and **remote**
- Framed very good understanding on the **production pipeline** within the **industry**
- Honed my experience using **Perforce, ShotGrid** and **Jira**

Real time interactive Group Project - University of Portsmouth's CCIXR

Oct 2022 - Mar 2023

- Worked with a large team to deliver a **VR laser tag** using **vicon's motion capture** system to a client
- Used previous industry experience to **collaborate with the team** to **work together** towards a deadline
- Developed good understanding of **Vicon's Mocap system** and its integration with **Unreal Engine**
- Honed my experience using **VR** technology, And **Unreal Engine** with **C++**

Final Year Project - University of Portsmouth

Oct 2022 - Mar 2023

- Worked for a client to deliver a Tool which uses **Motion Capture** and the **Hololens 2** in a blended environment to deliver an **immersive experience**
- Used industry practiced methodology to work towards a deadline using **Unreal Engine with Blueprints and C++**
- Honed my experience with **XR** technology

Within Touching Distance - ZU-UK

May 2023 - June 2023

- A **VR Experience** i helped develop as a short term **contracted Unreal Engine Developer**
- Worked within **Unreal Engine** to sync various clients and play a seamless experience onto the headset
- Gained **VR and Networking** experience from this project

Programmer - Transfuzer

Jun 2023 - Aug 2023

- Transfuzer is **UK government funded** program for **indie game companies**
- Working with a small indie team to make a bug collecting card fighting game
- Working with Perforce and **Unreal Engine** using primarily **C++**

EDUCATION AND AWARDS

Computer Games Technology - 1st Class Honours - University of Portsmouth

2019 - 2023

- Worked on multiple games and projects using both **C# and C++** within **Unity and Unreal Engine** respectively
- Developed understanding of **AI behaviours** and **Mathematics** in programming
- Worked with various **console dev kits** - **Gameboy Advance** and **Nintendo Switch**, as well as various **XR** and **VR** technologies and **mocap** systems

TIGA Outstanding Graduate of The Year - Computer Games Technology 2023