NICHOLAS BROWN

LINKS

Portfolio: nicholasjonbrown.wixsite.com/snakesnakesnaaaaake
LinkedIn: linkedin.com/in/nicholasjonbrown

Unity Developer

CORE EXPERIENCES

- 4+ years commercial experience using Unity and an additional 7 years of non commercial experience.
- I have extensive knowledge of Unity's editor features & Packages including: Timeline, Mecanim, Shader Graph, Pro Builder, Audio Mixer, Cinemachine, Editor Windows.
- I also have experience with commonly used Unity addons such as Odin Inspector and DoTween.
- I have experience designing and implementing robust and complex core systems that needed to be flexible in their use.
- I have worked on a variety of VR applications for both the Vive and the Oculus headsets.
- I have a working knowledge of networking within unity using the Photon bolt addon for Peer to Peer solutions.

CORE SKILLS

- C#
- Unity 3D
- JetBrains Rider
- Visual Studio
- Git
- Atlassian/Jira
- Blender
- GIMP
- ADB
- Mantis Bug Tracker
- Jenkins

PAST EXPERIENCE

Senior Unity Developer

Bloktopia, 2023 - Current

- I developed a variety of features including an audio system and a networked player communication feature.
- One of my responsibilities was to provide constructive feedback on and approve PRs/Code reviews.
- I developed unity editor tools to help speed up development and analyse game data.

Software Engineer II

Mesmerise , 2020 - 2023

- I co-led a team that implemented and managed a virtual environment creation app/tool.
- I architected and implemented a number of large core systems for two different projects. (This included an "Input & Interaction system" and a "configurable component system").
- I helped guide more junior developers across multiple teams.
- I had to estimate the team's work and communicate the work's dependencies and progress to the wider department.
- Here is an example of the work I did while there: nicholasjonbrown.wixsite.com/dynamic-ui-system

Unity Developer

Mbryonic, 2019

- I was the main developer on the team.
- Projects ranged from an immersive VR showcase experiences to educational games for kids.
- I developed the core coding libraries while here.
- I worked on a project called showroom that had me developing features such as VR multiplayer, animation/timeline, core game play loops and UI customisation, the projects' target platforms were VR, AR, and Desktop.
- Here is an example of the work I did while there: www.nicholasjonbrown.com/showroom

Immersive Media Developer

Atkins / SNC Lavalin, 2018 - 2019

- I developed a variety of different applications as visualisation/development tools on different platforms such as AR, VR and desktop using Unity.
- I worked as part of a small coding team of about 10 people, as well as working independently.
- Projects had strict deadlines with a short implementation period of between 2 weeks and 2 months.
- Here is an example of the work I did while there: www.nicholasjonbrown.com/SudsForSchools

Freelance Developer

Happy Finish, 2017

- I worked on a few different projects in my short time here, such as an AR application for the London Eye and a VR application to raise awareness about the dangers of using your phone while driving for Ford using Unity.
- I worked independently and as part of a team depending on the project.
- I created a procedural generation system for the Ford projects environment, reminiscent of an infinite runner.
- Here is an example of the work I did while there: www.nicholasjonbrown.com/ford-vr

Games QA Tester

Global Step, 2020

PAST EDUCATION

University of Greenwich

Computing with Games Development, 2011-2014

- Graduated with 2:1 degree

PERSONAL INTERESTS

Games Development
Video Games
Pen & Paper Games (Dungeons & Dragons)
Anime
Warhammer 40k
Fire Spinning
Bouldering

REFERENCES

Edwin Bradford
UI/UX Designer
Mesmerise
Email: EdwinBradford@gmail.com

Tom Szirtes
Former CEO of Mbryonic
Mbryonic
Email: Tom@mbryonic.com