Robin Perera (he/they) Game developer

Profile

I am a compassionate programmer, full of cosmic wonder and seeks to uplift people by supporting storytellers.

Portfolio: https://gamesrobin.wordpress.com/

Email: robinlperera2@gmail..com

Skills

Languages: C#, C++, Python, GDScript

Engines: Unity, Unreal, Godot

Software / Frameworks: Git, Steamworks, Mirror, Blender, Ink, Notion, Jira, Confluence

Experience

Freelance Generalist Programmer *at Magic Notion*
December 2023 – March 2024

Working on an unannounced game in a pre established codebase for various platforms

- Prototyped and optimised puzzles and mechanics in 3D and 2D.
- Polished existing gameplay and UI systems.
- Used jira to keep track of tasks when bug fixing and cleaning up architecture.

Freelance Generalist Programmer & Tech Designer *at Crybaby Studios*
October 2022 – December 2023

Worked on a 3D psX horror demo, taking it from prototype to vertical slice through production in Unity as a generalist programmer working in a small remote team with one other support programmer.

- Implemented silent hill inspired inventory system which uses object pooling for optimization and the subclass sandbox pattern for decoupled and neat code.
- Implemented a dialogue system and parser for ink files
- Uses a tag based event system. Gives and parses IDs to puzzle solutions and inventory objects to create an optimised save system.
- Built shaders such as a black light shader and worked with post processing.
- Programmed and Implemented cutscenes, animation blending and UI systems
- Bug tested and worked with QA to document, report and solve bugs. Tracked using jira and notion.

I also worked on an unannounced deck builder as a tech designer and Generalist programmer,

- Uses scriptable objects and custom editors which read from CSV and the command pattern to write easily customisable code for card types that is game designer friendly.
- Follows object oriented programming techniques, implementing abstract classes and interfaces where appropriate. Separates functions from visuals using the component pattern.
- I use Notion and Jira for task tracking and writing documentation about tools and to plan complex code architecture.
- Self managed tasks and provided appropriate and sensible time estimates for deliverables

Junior/Assistant Programmer *at BirdInSky*
6 months from 2021–2022

I worked on an unannounced game for console and PC beside the lead programmer.

- I worked on a procedural generation system for the environment that creates perlin noise and used this data to spawn objects, with an added weight from player inputs in unity. Worked in previously established codebase and in a team of 2.

Indie Game Developer
2020 – Present, in Unity

I was commissioned to build a small 5-20 minute game for Indiepocalypse. For this, I created *Spectrography*.

- Uses finite state machines and behaviour trees to create different behaviours for enemy AI.
- I focussed heavily on creating satisfying UX and iterated over feedback from users over the development cycle.

Currently am working on Bewitched with Iron Circus Games and Indiepocalypse as a game developer teamed up with a comic artist.

- Uses accessible design principles and procedurally generates puzzle variations.
- Uses Git for source control.
- Worked closely with writers, artists, composers and other designers to create a full exciting experience.

I competed in 7 game jams working with teams of 2-7 people, working as the main programmer and a game designer.

- I placed in the top 5% in the 2021 GMTK game jam, with *Do you Copy* which used events and actions to create decoupled code using the observer pattern.
- I built a dialogue editor window tool for Unity (C#) which incorporates reflection, serializable properties and objects. It allows the dialogue to be edited and saved directly as a text file, which can then be read by a separate parsing script (used in *Familiar*, *Quarantime*, *Riduckulous Pirates*).

Education

Gaming Technology, Anglia Ruskin

2019-2022 Graduated with first class honours

- I created custom editors for scriptable objects to allow for different floor tiles and clean up viewing and editing of each tile object for a turn based dungeon crawler, along with a save system which utilised JSON files in *Onwards*.
- I worked with Steamworks and Mirror to develop a multiplayer system for 4 players in *Penguin Plaza,* including a custom Lobby UI and a system that saves in-game screenshots into Steam. This followed a brief given by Mediatonic. Worked in a team of 4 as a programmer, with 3 other programmers in a joint codebase.
- Created a 3D endless runner in a team of 3 as a programmer, with another programmer. Utilises a colourblind shader to support accessible design choices. It uses procedural generation for the creation of houses and in world events, as well as custom written physics for throwing newspapers (paperboy's revenge)