

ANDY CREIGHTON

 07837377665

 andrewcreighton87@gmail.com

 andycreighton.co.uk

SUMMARY

Software Developer with over 4 years of professional experience working with C# and Unity in the games industry. Experienced in developing and maintaining large codebases, building reusable systems, cloud integration and performance optimisation. More recently I have taken on technical leadership responsibilities alongside hands-on development.

EDUCATION

First Class with Honours
Computer Game Development (BSc)
Liverpool John Moore's University
2018 - 2022

SKILLS

- C#
- C++
- Unity
- Asynchronous Programming (Task, async/await)
- Performance Profiling & Optimisation
- Cloud services
- Object-Orientated Programming
- Data-Orientated Programming
- Git / Version Control

EXPERIENCE

PROGRAMMER

CGA Studios

Mar 2023 – Present

- Took on a lead role on Virtual Driving School, leading a team of approximately 10 while continuing to contribute directly to development in C# and Unity.
- Responsible for technical and design decisions, project planning and staff management on Virtual Driving School.
- Took ownership of the Unity Cloud integration for *Take That: This Life*, implementing player authentication, account creation, cloud saves, economy and LiveOps functionality.
- Developed asynchronous C# systems using Task and async/await, primarily for cloud services and other online functionality.
- Designed and maintained reusable systems used across multiple projects, including save systems, UI systems and online leaderboards.
- Profiled and optimised performance-critical areas, including reducing unnecessary memory allocations and improving the performance of multi-camera rendering systems.
- Worked across a wide range of development areas including gameplay, UI, AI and animation across games and simulation projects.

JUNIOR PROGRAMMER

Absolutely Games

Jun 2022 – Mar 2023

- Worked as a gameplay and UI programmer on *Classified: France '44*, developing features within an established C# and Unity codebase.
- Developed gameplay features and internal tools used by designers to create levels, missions and other game content.
- Participated in code reviews and regular team playtests.

PROGRAMMING INTERN

CGA Studios

Jul 2020 – Jun 2022

- Worked across several commercial Unity projects including *Pinball Lockdown*, *Formula Retro Racing* and *Virtual Driving School*.
- Gained experience across gameplay programming, AI and cloud services using C# and Unity.