

# Stephen Whittle

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## Employment History

### ***Contract Developer – Feral Cat Den***

February 2020 –

Working on the upcoming UE4 game Genesis Noir, I've been responsible for performing analysis of profiler captures and game optimization coming from that. I've also implemented render-to-texture support for our new custom vector animation rendering system, verlet physics for a gravity simulation in C++, and overhauled the game's UI for controller support, including a number of core engine changes to support these features.

### ***Lead Programmer – Heart Shaped Games***

May 2019 – January 2020

I was responsible for designing and implementing a number of key game systems in C# in Unity, including character abilities and buffs/debuffs, combat state machine, databinding for the UI, and serialization/save games.

### ***UI Engineer – Wargaming Sydney***

Feb 2019 – May 2019

I was responsible for implementing engine support and UI/HUD logic for an unannounced project, using C++ and Actionscript.

### ***Contract Developer – Epiphany Games, Sydney***

February 2018 – January 2019

At Epiphany I was responsible for a number of Unity-based projects, including a browser-based space simulator, and an Xbox port of an existing Unity title. I was responsible for the complete implementation of the former, including UI programming, game logic and internal data models, in addition to the integration of the Xbox platform APIs for the console port, UI and controller support, and some localization and performance optimization.

### ***Author - Unreal Engine 4 Scripting with C++ Cookbook (Packt Publishing, 2016)***

March 2016 – November 2016

Based on my experience with Unreal, I co-wrote this cookbook aimed at getting experienced C++ developers up-to-speed with the engine. I wrote chapters on Actors and Components, Events and Delegates, UInterfaces, Editor extensions and UMG (Unreal's UI framework).

### ***Community Contributor - Unreal Engine 4***

March 2014 - Present

As a community contributor to UE4 I have submitted pull requests to Epic for a number of bug-fixes and features, including the FABRIK IK solver, SQLite database support, TArray filtering based on predicates and short-circuiting boolean AND/OR nodes for Blueprint.

### ***Lecturer - Game/Level Design, Programming, Unreal***

September 2012 – January 2018

SAE Institute | Sydney

At SAE I instructed students in the use of the UDK, Unreal Engine 4, and Unity for the purpose of creating both narrative-driven, single player and multiplayer game levels and game prototypes in addition to general game design theory. I provided practical instruction on the editors themselves, scripting with both C++/Unrealscript and Kismet/Blueprint, and C# for Unity, lighting, materials and asset creation.

## **Education**

Bachelors Degree, Interactive Entertainment(Games Design),

September 2009 – Graduated November 2011

Qantm College, Sydney

Bachelors Degree, Media and Communications/History,

January 2005 - Graduated March 2009

UNSW, Sydney

## **References**

On Request