

Samuel Evans

Contact

Email: evans.samuel7@gmail.com

Portfolio: www.sevenishgames.com

Linkedin: <https://www.linkedin.com/in/samuel-evans-7ish/>

EXPERIENCE

Foxie Games, Adelaide — *Unity Developer and Project Coordinator*

April 2019- Present

- Managed deploying releases and updates for games on Android and iOS.
- Coordinated and scheduled development resources, coordinated with artists, designers, UI/UX artists and contractors.
- Developed multiplayer gameplay and networking solutions for supporting large numbers of players in an open world using Photon Unity Networking.
- Developed a suite of tools that allowed artists to take art assets and turn them into game ready user purchasable content without any extra assistance.
- Developed a content management framework, integrating our PlayFab backend with Unity's Addressable Asset system to load content on demand and support games with thousands of items.
- Created developer tools to ease content management workflows when deploying new content updates.
- Developed an extensive character customisation system which supported multiple character meshes and hundreds of customisation items.
- Implemented UI in engine and worked with UI/UX artists to iteratively develop game UI.
- Integrated game clients with our PlayFab backend and added extended functionality through Cloudscript.

Blowfish Studios, Sydney — *Unity Game Developer*

April 2018 - April 2019

- Developing multiplayer gameplay using Photon Unity Networking (PUN)
- Working with UI/UX designers to implement intuitive and responsive UI.
- Integrating Unity game clients with RESTful API back end services.
- Work on back end services using Java, SpringJPA and SQL
- App development with Xamarin and Xamarin Forms
- Integration of 3rd party SDKs such as Facebook / Google Login
- Developing for mobile platforms and WebGL using Unity

Start VR, Sydney — *Freelance Developer*

November 2017 - April 2018

- Room scale VR development in Unreal Engine 4 for HTC Vive

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- Interactive 360 video application development in Unity for mobile platforms

Academy of Interactive Entertainment, Sydney — *Casual Teaching Staff*

2017

- Taught Certificate II in Information, Digital Media and Technology
- Taught Introduction to Games Programming holiday course
- Taught and assisted Xbox Academy courses

Code Camp, Sydney — *Head Teacher*

2017

- Content delivery to children under the age of 13 teaching basic programming concepts and scripting

EDUCATION

Academy of Interactive Entertainment

Sydney - *Advanced Diploma of Professional Games Development*

2016 - 2017