the_green_machine@msn.com

Portfolio: www.marty-green.co.uk

About Me

I have been creating games in the industry since **2013**. Shipping titles on most platforms including **Switch, PS4, Xbox, Quest and PC**. I have a 1st class degree in games programming from Teesside University.

I am very experienced in **Unity 3D** and creating **Custom C++ Engines**. I am currently working a 4 day work week to develop my personal projects, such as learning **Unreal Engine 5**.

Skills

- **Advanced Skills**: C++, Unity, Gameplay, High Level Physics, UI, Audio, Engines, Optimization, Debugging, Porting
- **Intermediate Skills**: Rendering, Shaders, AI, Tools
- **Currently Learning**: Unreal Engine 5, Premake

- **Languages**: C++, C#, HLSL, GLSL, CG
- **Platforms**: PC, PS4, Switch, Xbox One, iOS, Android, HTC Vive, Meta Quest
- **SDK's**: OpenGL, Direct 3D10, FMOD, SDL, SFML
- **Engines**: Unity 3D, UE5, Custom Built (C++)
- **Software**: Visual Studio, Tortoise Git, Svn, Perforce, Jira, Confluence

- Strong debugging skills
- Strong C++ & C# skills
- Strong math skills
- Deep Unity3D knowledge
- Basic/Intermediate Unreal 5 knowledge
- Excellent organization skills and time estimation
- Write consistent, clean code and performant code
- Self motivated and extremely passionate about games
- Experience in game design, simple 3D modeling and graphic design, which comes in useful for prototyping stages and communicating efficiently with other disciplines

Proud Achievements

- Unite Europe Talk for Nintendo (LINK)
- Talk at Pocket Gamer in London (Optimization)
- Guest Lectured at Sunderland University to teach a module on C++ programming
- Astronimo (PC): "Custom built from scratch over 5 years"

Hobbies and Interests

- Play piano
- Digital artwork
- Creative writing
- Working on personal projects (Writing engines and making games)

Experience

Full Game Release List:
http://www.marty-green.co.uk/Released-Game-List.html

Coatsink - July 2016 - Present
Senior Game Programmer
I have worked on many titles during this time (Highlighted projects below):
- Large scale AA unity project (NDA). Team size of over 100+ people with a large IP.
- Astronimo a custom built C++ OpenGL/Direct3D10 game that was written from scratch. I worked in a team of around 10 and worked on many aspects from gameplay, renderer, FMOD, tools, UI, physics, helping with lead duties etc.
- Jurassic world aftermath a VR title for the quest 2 (Optimizing, gameplay and bug fixing).
- Porting work for RawFury with titles that shipped on all major platforms at the time.

Sunderland University - April 2017 - May 2017
Third Year University Games Lecturer
- I worked for Sunderland University teaching the third year "Games Software Development" module. I was contracted by coatsink to the university. I rewrote the module and taught it for 5 weeks covering C++, Graphics, Cross Platform, AI, Networking and Physics.

MGGames - December 2015 - May 2016
Indie Developer
- I had wanted to run my own games company since I was very young. I left coatsink to pursue this dream and test the market. After five very enjoyable months of making my game, I had some personal life changes and decided to go back to full-time development while I made the game in my free time.

Coatsink - April 2015 - December 2015
Game Programmer
- I worked in a team of 20+ on Esper 2, an oculus title for gear vr and rift. I was responsible for many of the game's features from gameplay, physics, input, profiling and more.

Ace Viral - June 2013 - March 2015
Game Programmer
- I created a range of mobile games in unity for all the major platforms (iOS, Android, Amazon and Windows). I worked in small teams to produce the games. The games range from 10k to 50k lines of code on my big game. Games took anywhere from 1-6 months to complete depending on size. I left ace viral as I wanted to work on bigger 3D games with larger team sizes than more solo projects.

Education

Teesside University 2010 - 2013
BSC Computer Games Programming: 1st Class
Modules Year 2: 3D Graphics, Animation & Simulation, Engine, Mobile, Networking
Modules Year 3: Device, Physics, Real-time Graphics, Final Year Project and Group Project

Derwentside College 2008 – 2010
BTEC National I.T Practitioners: Double Distinction

references available on request