

# Oliver Hewison

Lead Programmer at Friday Sundae

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## Profile

I am a generalist programmer with 3 years of experience in the games industry, several shipped titles and a first-class bachelor's degree in Games Technology.

I'm experienced in gameplay, systems, graphics, AI, audio, cinematics and network programming. I have also been able to fill other roles such as design and technical art.

I am currently located in Bristol with a 3 month notice period.

## Work History

**Jun 2022 - present: Friday Sundae**

Lead Programmer (Unannounced Title)

Working on an unreleased first person musical decoration game in Unity, my current role is spread across several disciplines:

- Writing clear and maintainable C# code across areas including but not limited to gameplay, systems, audio, AI and cinematics.
- Use of source control, issue tracking and project management tools.
- Extensive use of Wwise alongside sound designers to integrate rhythm/music synced gameplay and cinematic elements.
- Developing robust editor tools to improve workflows for design, art, audio and cinematics teams.
- Technical art including custom shaders, post-processing and VFX.
- Conducting hiring interviews and mentoring less experienced team members.

Unity Developer (Client Projects)

Worked on projects for clients including the BBC, Cartoon Network and the British Museum using both Unity and PlayCanvas.

- Development on active client projects in Unity, including AR.
- Prototyping of game pitches for clients.
- Maintaining, updating and localising existing mobile apps with 180M+ downloads.
- Development on active client projects.

**Dec 2020 - Sep 2021: CodeWest**

Contract Unity Developer (Freshspring VR)

Primary development role in a VR documentary project for the SS Freshspring Trust and BMT Maritime, targeting Oculus Quest 2 headsets.

- Programmed VR interactions for mechanical ship components.
- Developed the content pipeline for 360° video management.
- Worked directly with clients
- Exhibited on location in Bideford.

## Skill Highlights

- 3 years of professional video games industry experience.
- 6+ years of active C++ and C# development, including use of OpenGL, DirectX, Unity, Source etc.
- Excellent communication, technical & problem solving skills.
- Well versed in use of source control.
- Experience with technical art including authoring of GLSL & HLSL shaders for forward and deferred render pipelines.
- Experience writing tools for Unity Editor, Dear ImGui and Maya.
- Knowledge of software including Photoshop, Premiere, Maya, Blender, Wwise, FMOD, Excel.
- Capable of writing code in Java, JavaScript, Python, LUA and more.

## Education

**University of the West of England**

Games Technology (BSc)

- Graduated with a first-class bachelor's degree in Games Technology.
- Employed as a C++ Mentor, providing support sessions and lectures for the 2<sup>nd</sup> year More Games in C++ module.
- Awarded the TIGA Graduate of the Year: Programmer accolade.

Activities and Societies

- Student Representative for Games Technology for three years.
- Achieved the Dean's Award for Academic Excellence.
- President (prev. Treasurer) of the Video Gaming Society (800+ members)

**Chancellor's School**

3x A-levels

- Computer Science (B)
- Product Design (B)
- Physics (C)

Additional Qualifications

- LiBF Certificate in Financial Studies

**The Compton School**

10x GCSEs grade A\* - B inc. English & Maths

**References and code samples are available upon request.**