

Tim Cook

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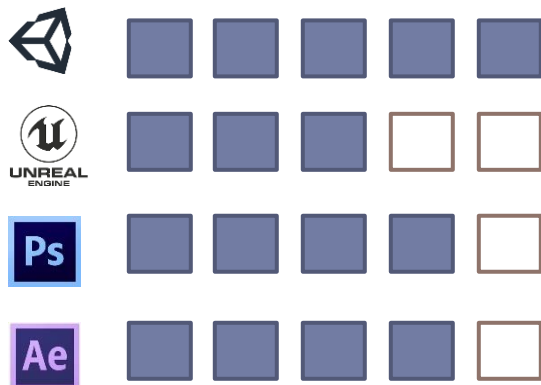
Profile

I am a freelance games programmer and developer who graduated from Kingston University with a 1st class undergraduate degree in Games Technology/ Games Programming. I pride myself in delivering clear and concisely written computer games and documentation. I have been a 'gamer' for as long as I can remember and when I'm not playing or developing, I'm building and publishing mods for existing games. I specialize in working with Unity but I'm also equally interested in branching out into other engines. More recently I have been working as a freelance Unity Developer.

Skills

- Excellent knowledge of C# and Unity
- Accomplished understanding of working with The Oculus Rift and The Samsung Gear VR
- Progressive knowledge of lua script, Java and JavaScript.
- Advanced Experience working with Maya, Blender, Photoshop Premiere and After Effects
- Usage of The Foundry Nuke
- Progressive knowledge of C++, XCom2 Development kit, Total War Pack Manager and Battle Map Editor 'Terry' as well as Civilization 6 Mod Development Tools.

Software knowledge



Work Experience

- **Thales:** Jan 2016 – Jun 2016
Administrative Assistant
Reason for leaving: To continue 3rd year at University
- **Quadrons:** Sept 2016 – Sept 2017
Team Lead/Lead Programmer
- **Unit 9:** Sept 2017- Dec 2017
Freelance Unity Developer
- **Unit 9:** April 2018- Present
Fulltime Unity Developer

Games Evolution

Present

Supremacy



project, everything has been created by me, in engine.

The main aim of Supremacy is to see if a VR game with full controller movement can be a success. As a result the player can choose whether they wish to play the game in VR or not.

Developed in: Unity

Language: C#

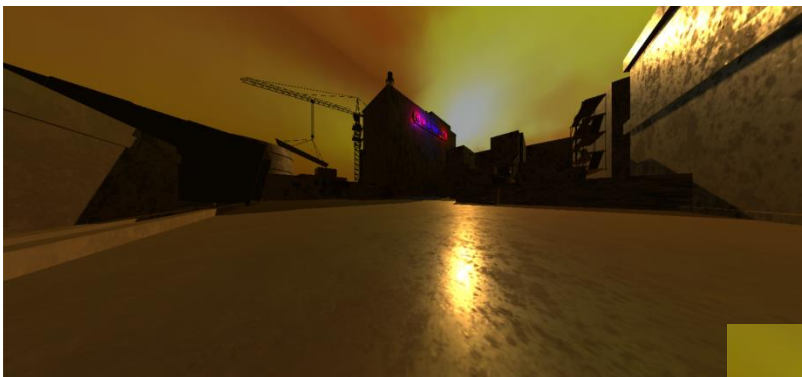
Role: Solo Project

Supremacy is a stealth based solo project that I'm currently working on. The player must navigate through the level collecting objectives and hacking terminals before reaching the end goal while trying to avoid patrolling enemies.

Supremacy is currently being built in Unity 5.5 and as I don't have any artists working with me on this



Velocity



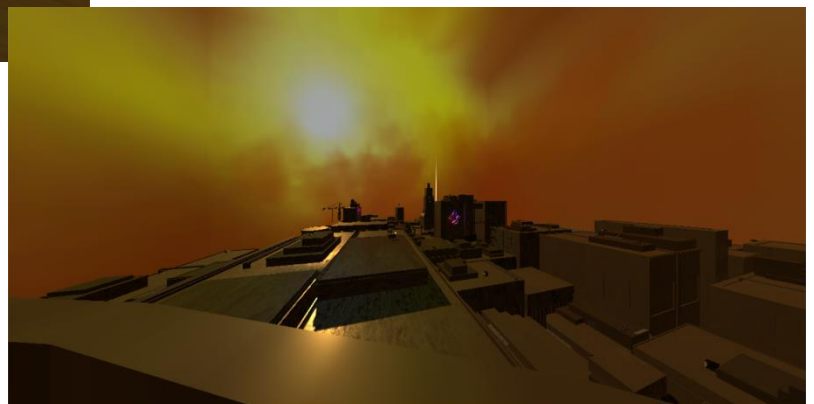
the player to interact with the world around them.

Developed in: Unity

Language: C#

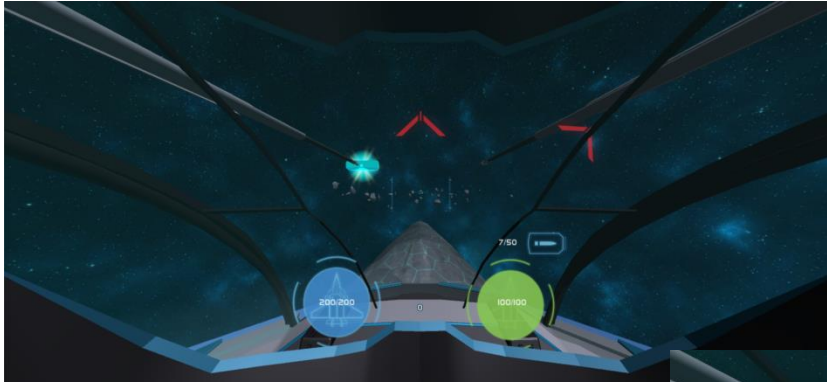
Role: Lead Programmer/ Team Leader

Velocity is an free running platformer being developed in Unity for the Oculus Rift. Created by Quadrons the company I founded, the team consists of two artists, an animator and an additional programmer. My role in this project was the creation of the characters mechanics. Therefore I handled the players state machine and animations that allowed



2016

Quadrons ++

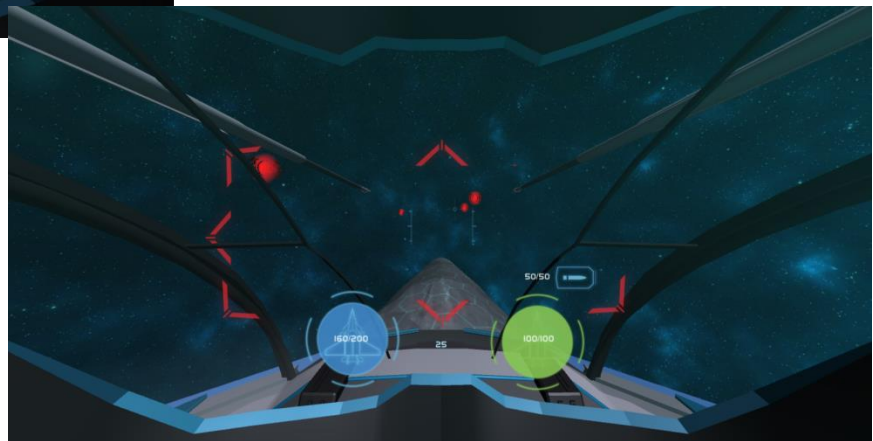


Quadrons ++ was the first game created by my company Quadrons and is a first person space shooter developed for Android VR. The game was shown at PC Gamer as part of the Kingston University stand and received high appraisal from those that got to play it.

Developed in: Unity

Language: C++

Role: Lead Programmer/ Team Leader



Zone

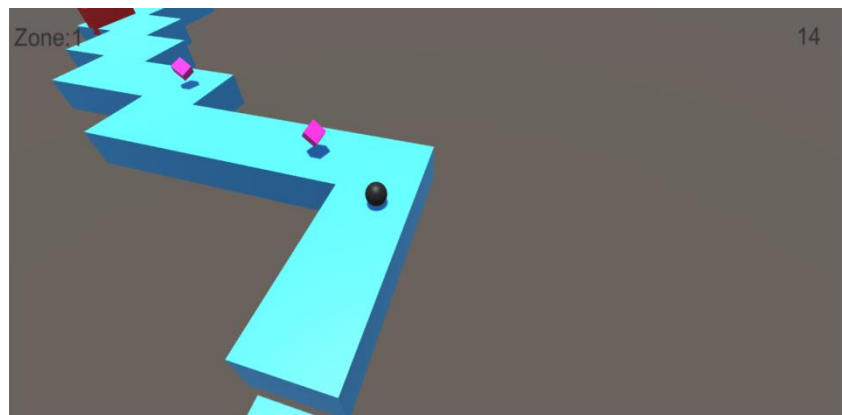


Zone is an endless runner designed to be played on android devices. The game allows for the player to choose from an array of control schemes such as accelerometer, swipe or touch and also makes use of gyro controls on the menu.

Developed in: Unity

Language: C++

Role: Solo Project



2014-2015

Black Bird



Black Bird is 3D space game created on the Irrlicht engine and coded using C++. I wanted to create a story driven game, so I created a tutorial style level in which the player learns how to play. The player completes a number of objectives while the story plays out and the characters talk to each other. Once the tutorial is over the player can freely fly around the level.

Developed in: Irrlicht

Language: C++

Role: Solo Project



Galaxians

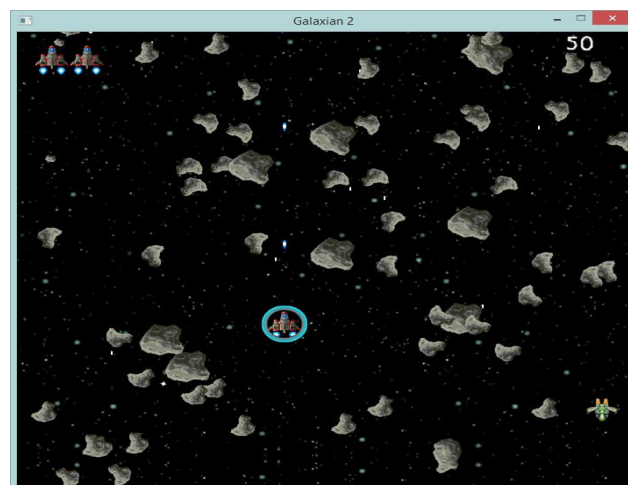


Galaxians was one of the first games I created. It runs on a simple engine which the university provided and was coded using C++. The main aim of the game is to survive for as long as possible against an unrelenting enemy. The player gains points by killing enemies and will receive a life each time they acquire 100 points. The game ends when the player runs out of lives.

Developed in: In-House GFC Engine.

Language: C++

Role: Solo Project



Education

Kingston University London, Surrey

First Class Bachelor's Degree with Honors
September 2013 - Jun 2017
First year Grades – A
Second year Grades – A
Third year Grades – A

Brooklands College

BTech ICT
September 2011- 2013
Final Grade Triple Distinction*

Heathside School

GCSE's
September 2004 – 2011
B in English and Math

Hobbies

Favorite Games:

- Metal Gear Solid
- Mass Effect,
- Dues Ex
- The Witcher
- Heroes of The Storm
- Overwatch
- Valkyria Chronicles
- XCom
- Total War
- Tekken
- (This list could go on for a while)

Snowboarding, Aikido, Karate, Films and animation, Learning Japanese, Motorcycles, drawing.