

Bill Lowe

Unity/C# Specialist & Multi-Disciplined Game Developer

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SUMMARY

I'm a Unity/C# specialist and multi-disciplined game developer with 15 years experience.

Gameplay programming has been my speciality in recent years, with a focus on 3C's. I love to work closely with designers and I'm passionate about empowering developers with useful tools and powerful systems.

EXPERIENCE

Roll 7, Remote— *Senior Gameplay Programmer*

FEBRUARY 2020 - APRIL 2024

Gameplay, systems and tools programming on the BAFTA winning 'Rollerdrome';

- Character controller (skating, grinds, tricks, etc)
- Game and level logic; combo systems, trick scoring and challenges
- Enemy AI using behaviour trees
- Custom spline based mesh generation tool
- PS5 specific features; haptics, 3d audio etc
- Performance optimization
- Writing automated tests
- Tools for marketing and trailer production
- ...and much more

On other projects I was responsible for:

- Multiplayer game architecture; session management, asset loading using Unity's Netcode For GameObjects
- TPP parkour-inspired traversal mechanics
- Tooling for combat sequencing, animation and VFX
- UI design and implementation

SKILLS & EXPERTISE

C#

Visual Scripting/Blueprints

Behaviour Trees

Timeline & Cinematics

Lighting and Post Processing

Optimisation

Multiplayer Networking

Systems & Architecture

Game Feel

UI Design & Implementation

Shaders

JavaScript

PHP

HTML/CSS

SOFTWARE

Unity

Unreal

Blender

Photoshop

FMOD

SVN

Perforce

Git

- FMOD implementation

Plastic SCM/Unity VCS

Jenkins

Unity Cloud

Facepunch Studios, Remote— *Developer*

2014 - 2019

Lead a small team working on “*Before*”, an IP that I created and sold to Facepunch. My role included game design, programming, and art direction as well as managing the team.

A sample of some of the things I worked on;

- Utility AI, GOAP and HTN
- Custom Entity Component System implementation
- Data-driven systems design for a detailed stone-age life simulation
- UI Design and implementation
- Art direction, trailer production

I also contributed to Facepunch’s flagship title, “*Rust*”, during pre-production, as well as working on a number of prototypes.

LANGUAGES

English

Freelance — *Web Designer & Games Artist*

2008 - 2014

2D and 3D art for games, and websites for various projects and businesses.

ENDORSEMENTS

“Bill is one of the most talented and energetic programmer/designers I’ve ever worked with. He can produce working results delightfully quickly, and has one of the strongest senses of game feel I’ve ever seen.”

– Andrew Fray, Lead Programmer on Rollerdrone

“Bill is one of the best gameplay programmers I’ve ever had the pleasure of working with. He is extremely versatile, being able to put his mind to rapid gameplay prototyping, be it game mechanics, 3Cs and game feel, AI and Encounter Design, building internal tools for designers, animators and artists and many more QoL features.”

– Arran Seaton, Senior Level Designer at Roll7

EDUCATION

Various GCSEs, otherwise self-taught.