

# Benjamin Barton

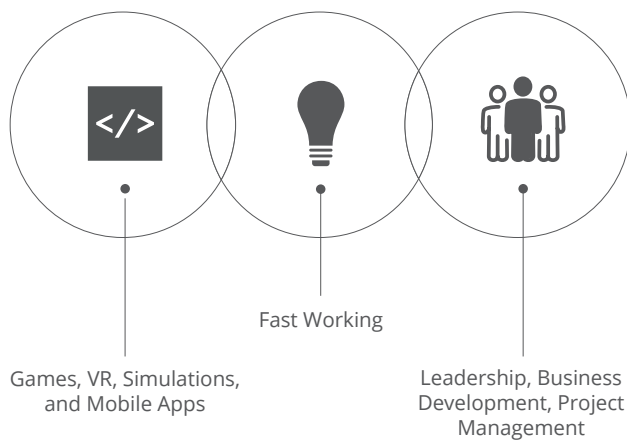
Software Engineer | Game Developer

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## SUMMARY

- Proactive software engineer based in Dorset, UK.
- Over 9 years industry experience.
- Can work alone or as part of a team.
- Excellent communication skills, both written and verbal.
- Can be available on-site.

## MY SPECIALITIES



## SKILLS

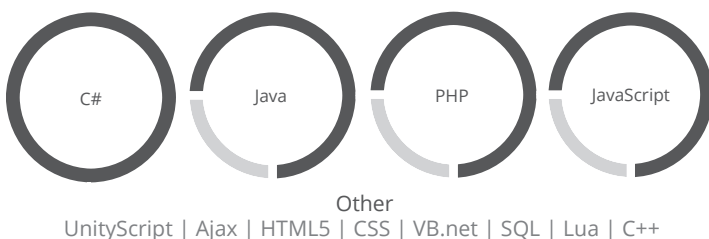
### 01 Tools

Unity  
Visual Studio  
Visual Studio Code  
Asana  
Maya  
Blender  
SketchUp  
Photoshop  
XD  
Illustrator  
Dreamweaver (IDE)  
Unreal  
Android Studio  
Xcode  
Sourcetree  
Plastic SCM

### 02 Knowledge

UNET, Networking, Network Prediction, Mecanim, Photon, MySQL, LINQ, iOS Development, Android Development, Software Asset Recovery, GIT, Plastic SCM, SVN, jQuery, JSON, XML, HTC VIVE, Gear VR, Oculus, Windows Mixed Reality, OpenVR, Geomagic, Steam Publishing, SpatialOS, HDRP, URP, Shader Graph, Node.js, Express.js, Pug (Jade), Auth0, Apple Connect (iOS publishing), Google Play Store Console (android publishing), IAP Integration

## LANGUAGES



## EXPERIENCE

9+ years

Games, Simulations, Corporate Experiences - Programming, Design, Development, Prototyping, Publishing

## WORK RESPONSIBILITIES

- BLAKOUT** - Director  
Company for trading consultancy services.  
Dec 2012 - Current
- Mimesis Studios** - Co-Founder, Head of Development  
Establishing and maintaining technical infrastructure. Product development. Liaising with Art and Design leads. Business development. Client liaison. (Unity, C#, Node.js, GIT)  
Jul 2020 - Current
- Holy Fire Games Studio** - (Acting) CTO - Consultant  
Establishing and maintaining technical infrastructure. Coordinating technical projects. Running and overseeing of HR and office operations. Isolated RAD prototyping of new prospective projects (R&D). Supporting active development of key projects. (Unity, C#, Plastic)  
Feb 2019 - Apr 2020
- Holy Fire Games** - Lead Developer - Consultant  
Created core systems and development tools. Curated development objectives and sprints. Supported development and art teams. (Unity, C#, SpatialOS, GIT)  
Apr 2018 - Feb 2019
- Figment Productions** - Developer - Consultant  
Developed a number of VR projects, covering corporate VR experiences, medical simulations and home renovation sale tools. (Unity, Unreal, C#, C++, Blueprint, HoloLens, VIVE, Oculus, WMR, GIT)  
Jan 2017 - Mar 2018

more on [www.beennn.co.uk](http://www.beennn.co.uk)

## EDUCATION

- BSc (Hons) Software Engineering  
Bournemouth University
- FdSc Business Computing  
Bournemouth University

## PORTFOLIO

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