Contact

👤 Damien He

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Education

Abertay University
Sep 2021 - Sep 2022
MProf in Games Development
Grade: Distinction
Worked in multidisciplinary teams simulating real-world development environments.

Communication University of China
Sep 2017 - Jun 2021
Bachelor of Engineering - Digital Media Technology
Specialisation in Game Technology

Skills

Languages: C++ (modern, STL, RAII, smart pointers), C#, Golang, Java
Game & System Development: Unreal Engine (Gameplay Framework, UMG, Slate, MetaSounds, GAS, Blueprint/C++), Unity (UI Toolkit, UGUI)
Tools & Frameworks: Git, Perforce, SVN, Jira, Confluence, Visual Studio, JetBrains
Audio Middlewares: FMOD, Wwise, UE MetaSounds
Development Strengths: Clean architecture, cross-team collaboration, performance tuning, debugging large-scale systems

Additional

- **Open to relocation**
- Currently on **Skilled Worker Visa** and require sponsorship, **only need to fit previous salary threshold**
- Participated in local **game jams**

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Work Experience

Videogame Programmer	**Aug 2023 - Mar 2025**

Stainless Games, Newport, England
Worked across multiple internal and work-for-hire projects involving gameplay, UI, audio, and backend systems. Collaborated with designers, artists, and engineers to deliver polished features in a fast-paced Agile environment.

Projects at Stainless Games:

Unannounced Project - Collectible Card Game
Technologies: Unreal Engine 5, C++, UMG, Blueprint, Property CCG Engine
- Designed and developed **core gameplay** mechanics and **key UI systems,** including **deck builder, inner game UI and menus**, primarilyin **C++**.
- Integrated and optimised MetaSounds-based **audio systems**, collaborating with audio designers to implement **dynamic sound effects and music triggers**.
- Worked closely with **artists, designers, and engineers** to ensure a seamless **UI/UX and audio experience**.

Hunt: Showdown 1896 (Crytek – Embedded via Stainless Games)
Technologies: Go, C#, Backend Development
- **Fully embedded** in Crytek's backend team via Stainless Games, participating in daily standups, sprint planning, and code reviews alongside internal staff.
- Contributed directly to deliver a **high-performance backend** for large-scale multiplayer.
- Developed **API testing and internal validation tools** using **Go**, improving system stability and efficiency.
- Contributed to **debugging** and refining architecture for improved scalability and performance.
- **Adapted quickly** to Crytek's workflows and proprietary infrastructure, integrating seamlessly into their engineering processes.

Unannounced Project - Roguelite
Technologies: C#, Unity, UI Toolkit
- Led **UI development** for both in-game and meta-game elements (menus, settings, interactions) using Unity UI Toolkit and C#.
- Refactored legacy UI systems to improve maintainability, and introduced performance optimizations that reduced overhead.

Summary

A programmer with strong knowledge in C++ professional experience across both **Unreal Engine** and **Unity.** Skilled in systems ranging from **UI and audio** to **backend** development. Adept at collaborating in **cross-functional teams**, solving **complex technical challenges**, and writing **high-quality, maintainable code**. Passionate about **continuous learning** and with track record of ramping up on unfamiliar technologies.