




## Contact

-  Damien He
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## Skills

- Audio Implementation
- Gameplay & UI Programming
- Performance & Optimisation
- Tools Development
- 2D / 3D Mathematics

## Languages & Engines

- C / C++, C#, Golang, UE Blueprint
- Unreal Engine 4/5, Unity

## Tools & Frameworks

- Git, SVN, Perforce
- MetaSounds
- Visual Studio, JetBrains Rider
- Jira, Confluence

## Additional

**Open to relocation** and remote work opportunities.

# Damien He

Games Programmer

## Profile

A dedicated **Game Programmer** with professional experience in **Unreal Engine** and **Unity**, specialising in **audio implementation, UI systems, and gameplay programming**. Passionate about **interactive audio, sound system design, and real-time audio processing**, with hands-on experience in **UE MetaSounds**. Proven ability to work on both **released and unannounced projects**, collaborating with cross-disciplinary teams to deliver immersive experiences. **Highly adaptable, a fast learner, and a strong problem solver**.

## Work Experience

**Videogame Programmer - Stainless Games** **Aug 2023 - Present**  
**Unannounced Collectible Card Game**

**Technologies:** Unreal Engine 5, C++, Blueprint, UMG, Property CCG Engine

- Designed and developed key **gameplay and UI systems**, including core **gameplay mechanics**, the **deck builder frontend**, and **in-game HUD** using **UMG & C++**.
- Integrated and optimised **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 (AAA - Contracted)**

**Technologies:** Golang, C#, Backend Development

- Collaborated directly with **Crytek engineers and producers** to deliver a **new backend for higher capacity**,
- Assisted in writing **test cases** for a **validation tool in Go**, focused on testing backend APIs to ensure system correctness and stability.
- Contributed to **backend systems refactoring**, fixing bugs and refining architecture for improved **scalability and performance**.

**Unannounced Project**

**Technologies:** Unity, C#

- **Developed outer game UI**, including **menus, settings, and player interactions**.
- **Refactored and optimised C# codebase**, improving maintainability and performance.

## Education

**Abertay University**

MProf in Games Development

**Sep 2021 - Sep 2022**

**Communication University of China**

Bachelor of Engineering - Game Technology

**Sep 2017 - Jun 2021**