Contact

👤 Damien He

✉ damienhelx@gmail.com

📞 +44 7845987090

❯ Portfolio: damienhelx.com

Skills

Gameplay Programming

Computer Graphics

UI Programming

Source Control

Object-Oriented Programming

Prototyping

3D / 2D Mathematics

Languages

C / C++

C#

Unreal Blueprint

GLSL / HLSL

Software

Unity

Unreal Engine 4

Visual Studio

GitHub

Interests

■ Playing Video Games

■ Music Instruments

■ Running

Damien He

Games Programmer

Profile

I'm a passionate game programmer graduated from Abertay University with a Masters in Games Development. I have experience working in cross-discipline teams during my time at university, as well as experience using Unity and Unreal Engine 4 for game development. I seek a Junior Programming role in the games industry where I can build upon the programming skills I have developed over the last five years.

Education

Abertay University   **Sep 2021 - Sep 2022**
MProf in Games Development
Working in multi-discipline teams in professional settings.

Communication University of China   **Sep 2017 - Jun 2021**
United Program
Digital Media Technology - Game Technology

North China University of Technology   **Sep 2016 - Jul 2021**
Bachelor of Engineering - Digital Media Technology

Project Experience

Lazy Seagull   **Jul 2022 - Present**
A mobile game created by a group of two developers using **Unity**.
- Implemented a **level editor tool** for the designer.
- Worked as a technical artist and created shaders and VFX for a **wind visualiser**.

Downcurrent   **Jun 2022 - Sep 2022**
Student project on a 3D narrative game brief provided by The Chinese Room. Developed by **Unreal Engine 4**. As the lead programmer, responsible for:
- Implemented **player input**, **character animation blueprint**, **spell system**, and **dialogue system** in C++
- In-game **UI implementation**: popups, the journal system
- Support technical issues within the team

Florere Memoriae   **Mar 2022 - May 2022**
A walking simulator game created by a team of 6 students using **Unreal Engine 4**.
- Implemented the **Interaction system** and logbook system
- Implemented audio
- Created a **spawning effect shader**.

Wickie: Defender of Kitties   **Sep 2021 - Dec 2021**
A strategy game created by a team of 5 students using **Unity**. Sole programmer in the team.
- Implemented game mechanics in such as **enemy spawner** and AI, **skill system** and **resource management system**.
- Use of **scriptable objects** for level configuration.
- Implemented an Animal Crossing style **world bending shader**.