

James Wilkinson

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EXPERIENCE

The Voxel Agents — *Programmer*

September 2013 - Present

An independent developer located in Southbank, Melbourne. Worked on two shipping products (Toy Mania, and Train Conductor World), and multiple prototypes, as a programmer.

- Writing major gameplay systems in C# using Unity
- Creating custom tools for the Unity Editor for designers and artists
- Working with designers to implement new gameplay systems and create data-driven gameplay components
- Working with artists to integrate new art assets into scenes and gameplay systems
- Rapid prototyping of backend and user-facing systems
- Refactoring and optimizing gameplay code to run at specific frame-rate targets on mobile devices
- Reviewing and checking code in with, and for, other programmers for integration into the project repository
- QA test gameplay systems in the Unity Editor, and on live devices
- Attending team standups, meetings, brainstorming sessions, design, and feedback meetings
- Exhibiting games for players and press at PAX Australia

PERSONAL PROJECTS

Payday 2 BLT and PaydayMods — *Lua Injector, and Mod Delivery System*

January 2015 - Present

A combination of a custom Lua injector for Payday 2, and an online mod manager and automated delivery platform for associated mods.

- Lead project as project manager, and lead programmer
- Coordinated coding efforts and reverse engineering between three programmers
- Coordinated release of mods with mod developers to coincide with the release of the injector and website
- Maintaining documentation for developers to consult and develop mods against

GoonMod for Payday 2 — *Gameplay Modification*

July 2014 - Present

A gameplay modification for Payday 2 that adds new features, progression models, and game-modes.

- Creating, and maintaining gameplay code that integrates with existing game code
- Merging community submitted fixes and managing open-source project
- Reproducing, and fixing bugs introduced with game updates

PROJECTS

Train Conductor World —
Unity

ToyMania — *Unity*

My Big Snake (and other prototypes) — *Unity, Flash*

SKILLS

Programming & Scripting —

C#, .NET, UE C++, Lua, JavaScript, Python

Unity — *C#*

Unreal Engine 4 — *C++ & Blueprint*

MS Visual Studio — *2012+, also with Visual Assist*

Source Control — *Git, Plastic SCM, Unity Asset Server, SourceTree*

Project Management —
Pivotal Tracker (and SCRUM), Trello

Adobe Suite — *Photoshop, Premiere, Audition, Flash*

ONLINE

GitHub — *JamesWilko*
(www.github.com/JamesWilko)

REFERENCES

Available upon request —
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