

# Adam Sims

Talented programmer with close to 4 years of experience. Passionate about game development and game feel. A fast learner looking for a positive and friendly work environment to learn new skills.

Programmer

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## EXPERIENCE

### **Rebellion – Programmer**

*January 2024 – Present*

My role at Rebellion consisted of working with various teams on bug fixing for a project in its late stages. I spent the bulk of my time working alongside the AI team polishing the AI to get it ready for release.

### **Free Radical Design – Senior Gameplay Programmer**

*July 2023 – December 2023*

My role at Dambuster, which eventually transitioned into my role at Free Radical Design was my first experience in a role in the games industry. During this role I worked on important tasks such as:

- Character Abilities
- Character Movement
- Weapon Systems
- Enhanced Input
- Gameplay Ability System
- Debugging Tools
- Camera Controls
- Epic Online Services

I was then promoted to a Senior role, in which I ran my own cross-discipline team who would focus on game feel, improving smaller aspects of the experience for the player. Alongside this I also worked with my team on fixing larger issues to ensure build stability.

### **Free Radical Design – Gameplay Programmer**

*July 2022 – July 2023*

### **Free Radical Design – Junior Gameplay Programmer**

*July 2021 – July 2022*

### **Dambuster Studios – Junior Gameplay Programmer**

*May 2020 – July 2021*

### **Freelance Game Development**

*2019*

I took on small projects as contract work, in which I produced two projects for clients, one of which was released on the Google Play Store.

## SKILLS

### **Programming**

Experienced in multiple languages including C++, C# and JavaScript.

### **Unreal Engine**

A good understanding of both Unreal Engine 4 and 5, with knowledge of network programming, the Gameplay Ability System, Epic Online Services and EnhancedInput.

### **Others**

Problem solving, teamwork, procedural content generation and leadership.

## HOBBIES AND INTERESTS

Alongside working with games, I also enjoy working on game development projects in my free-time, and relish opportunities to learn new programming related skills. I also enjoy playing games in my free time, working towards 100% completion of games.

## EDUCATION

**University of Lincoln** 2017-2020 – Bachelor's Degree Games Computing (First class honours)

**North Lindsey College** 2015-2017 – Extended Diploma in Computing (D\*D\*D)