

Wyndham Livesley – Game Programmer

Contact

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Statement

I'm an experienced Gameplay and Mechanics programmer looking to join a studio with a desire to create fun and enthralling titles.

Education

Liverpool John Moores University - BSc (Hons) Computer Games Technology (2:1)

September 2006 – May 2010

Key Skills

C++

I am proficient with C++ in conjunction with various in-house engines, developing for a wide range of platforms. I have 4 months experience of using C++ with Unreal Engine 4.

Version Control

I have experience using SVN, Accurev and Perforce at an industry level.

Industry Experience

TT Fusion - Game Mechanics Programmer (*July 2017 – Present*)

The LEGO Movie 2 Videogame (*February 2019*) [PC, PS4, Xbox One, Switch]

LEGO The Incredibles (*June 2018*) [PC, PS4, Xbox One, Switch]

My main responsibilities include creation of new game mechanics, maintenance of pre-existing mechanics, assisting other departments, bug fixing, debugging and optimisation. Currently I oversee the camera system for our latest in-development title.

TT Fusion - Gameplay Programmer (*July 2016 – July 2017*)

The LEGO Ninjago Movie Videogame (*September 2017*) [PC, PS4, Xbox One, Switch]

LEGO Worlds (*July 2016*) [PC, PS4, Xbox One, Switch]

I worked on gameplay features such as combat, boss fights, minigames, UI and collectables.

TT Fusion - Junior Gameplay Programmer (*July 2014 – July 2016*)

LEGO Star Wars: The Force Awakens (*June 2016*) [PC, PS4, PS3, Xbox One, Xbox 360, WiiU]

LEGO Marvel: Avengers (*January 2016*) [3DS, Vita]

LEGO Jurassic World (*June 2015*) [3DS, Vita]

LEGO Ninjago: Shadow of Ronin (*March 2015*) [3DS, Vita]

Setgo Ltd - Junior Programmer (*Sept 2010 – July 2011*)

Castaways (*October 2010*) [Facebook, Hi5]

Spiral House - Junior Games Programmer (*July 2008 – Aug 2009*)

EyePet (*October 2009*) [PSP]

Spanisch Buddy (*2009*) [DS]