



Andrew Patton

MSc, BSc, 5 years AAA industry experience

Profile

Software engineer with 5 years experience spanning pre-production, early production and late production phases of AAA videogame projects. Responsibilities have included team management, stakeholder communication, long-term project planning and time-costing, as well as ownership and championing of integral features; including both greenfield and legacy systems.

Experience

● d3t (Keywords Studios)

● Senior Programmer

(April '24 - Present)

I play a leading role in the tools team working on a client's proprietary game engine for a hotly-anticipated, upcoming AAA game. My programming work primarily involves leading the client's "Asset Management" tech initiative; modernising & maintaining an asset browser (à la UE5's Content Browser), and building, from scratch, a bespoke asset reference tracking system.

My management work involves liaising with the client to refine requirements, communicate risks, and present demos/progress updates to stakeholders. I have also been responsible for various teams of up to 5 engineers; assisting them with their work, and ensuring their workloads were balanced with their capacities. Internal to d3t, I participate in a weekly "leads sync" meeting to raise concerns from around the team, discuss upcoming challenges, and to digest the outcomes of our team-wide retros.

● Programmer

(April '22 - March '24)

● Associate Programmer

(October '20 - March '22)

Education

● Northumbria University

● MSc Advanced Computer Science (September '19 - October '20)

Achieved: Distinction, with Honours (1:1)

● BSc Computer Science (September '16 - August '19)

(with Games Development specialisation)

Achieved: 1st Class Honours (1:1)

Personal Projects

● Racing under the Three Seas

Underwater, fish-in-cars racing game for GGJ'25

● Dengar!

An 'endless' runner in reverse for JS13K

● RootZ

CoD-zombies-style FPS but the zombies are mandrakes from Harry Potter

● The Broken Arms

You run a bar, serving customers, but everything constantly needs repairing.

● Hotel Null

Classic 'escape the room' where the player is tasked with finding clues and solving puzzles

● Emanuelle (WIP)

Maui-based cross-platform app for all those pesky manuals in your kitchen drawer

Tech Proficiencies

- C#
- TDD
- WPF
- ADO
- MVVM
- Perforce
- Performance profiling
- Documentation writing (technical & user-facing)

The above items are a truncated selection based on experience & personal preference

Managerial Skills

- Stakeholder comms
- Mentoring
- Code reviewing
- Time management
- Requirements gathering & work-spec formulation

Coding Principles

- Tidy architecture
- Dependency injection
- Maximising test coverage
- Optimisation through predictability

Additional Abilities

- Python
- HTML/JS
- C++
- Git

Personal Hobbies

- Retro videogames
- Hiking
- Watching terrible movies
- Comic books

Contact

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☎ on request (anti-spam)

in /in/andrewpattondev

...and more! Visit <https://andrewpatton.dev>