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 reparing.

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

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