# Dom Sleightholme

Unity Developer

# Summary:

Unity Developer with 2 years of experience creating interactive and engaging games and applications for mobile, desktop and VR platforms. I have a strong understanding of C# programming and have worked on a variety of projects from mobile games to multiplayer shooters. I am passionate about game development and enjoy using my imagination to develop fun and immersive experiences while staying up-to-date with the latest trends in the industry.

### Skills:

- Unity
- C#
- C++
- OpenGL
- JSON
- Photoshop
- Augmented Reality

# **Professional Experience:**

#### Unity Developer

Brainspark Games - April 2023 - Present

- Develop interactive learning sessions and mini-games following the UK national curriculum, for 7-13 years
- Optimize game performance and quality for all mobile devices
- Develop in-game systems to allow teachers to design and create learning sessions for students

#### Unity Developer

Intractable - April 2022 - April 2023

- Develop 2D Unity components embedded in Android for Interactive Simulations, Comic Book, Garden View
- Collaborate with learning designer, digital artist, Android developers to implement gameplay mechanics and visual effects
- Messaging between Android (data source) and Unity (client) component with custom message format
- Create and iterate prototypes: rapid prototyping and incremental development

#### Junior Unity Developer

Illyriad Games - June 2021 - March 2022

- Conducted user testing and provided feedback for improvements
- Assisted in the design and implementation of UI and menus
- Implemented custom networking for multiplayer in Unity
- Optimize game performance for networking and desktop

## Education:

Bcs (Hons) Computing and Games Development University of Plymouth - September 2017 - May 2021 Grade: First Class Honors

Computer Software Level Three Diploma South Devon College - September 2015 - May 2017 Grade: Distinction Distinction Merit (DDM)

## **Certifications:**

Professional Mentoring Programme University Of Plymouth - June 2020

- Git
- Sourcetree
- Jira
- Trello
- Virtual Reality
- Blender
- Game Design

- Rapid Prototyping
- User Interface Design
- Agile Methodologies
- Educational Development
- Mobile Gaming
- Design Thinking
- User Experience (UX)

#### References: Available upon request.