

Freelance senior game programmer

Unity (C#), Unreal Engine 4 (C++), VR (Oculus Rift)

Credits: Ghost Recon: Wildlands, Deus Ex: Universe, Thief, Fable: Legends, Fable: The Journey

Charlie Hodara

charlie.hodara@firstascentstudios.com

<http://firstascentstudios.com>

+44(0)7745 941 536

Experience

2015 to present - **First Ascent Studios**, Edinburgh UK

Founder, freelance senior game programmer

- Develop and release Sky Wolf: Run and Jump for iOS and Android (>400K downloads)
- Unity and Unreal Engine 4 development on various projects including VR and Steam Early Access titles

2014 to 2015 - **Ubisoft Montreal**, Canada

AI programmer: tech team responsible for the navigation middleware used by titles such as Assassin's Creed and Watch dog

- Contact point of the Ghost Recon: Wildlands team
- Improvement to A* and navmesh generation to cope with bigger worlds

2013 to 2014 - **Square Enix game studio: Eidos Montreal**, Canada

Gameplay/AI programmer: Deus Ex: Universe, Thief. Xbox One, PS4, PS3, Xbox360

- NPC behaviours
- GOAP planner

2011 to 2013 - **Microsoft Lionhead Studios**, Guildford UK

Gameplay/AI programmer: Fable Legends - Xbox One, Fable: The Journey - Xbox360

- Implementation of a behaviour tree system for the Unreal Engine 4
- Creature AI on Fable: The Journey
- Navigation system: dynamic jump from tree to tree for creatures with A*
- Kinect programming

Skills

- Fluent in C++, C#, Unity and Unreal Engine 4
- Platforms: iOS, Android, Oculus Rift, PS4, Xbox One, PC, Xbox 360
- AI: Behaviour trees, FSMs, Fuzzy logic, Multi-Agent systems, pattern recognition
- Mathematics for 3D, Shaders
- Debugging and optimisation
- Conception: UML, engine architecture
- Fluent in game design
- Scrum player
- Fluent English and French

Education

2009 to 2011 - Université de technologie de Belfort-Montbéliard

Diplôme d'ingénieur: Equivalent to a Master's degree in computer science

- Emphasis on Artificial intelligence and real-time 3D
- 6 months abroad at the Sino-European School of Technology of Shanghai University, China

2006 to 2008 - Institut universitaire de Dijon

Technical degree in computer science – Software engineering

Please have a look at <https://www.linkedin.com/in/charliehodara> for more details about my past experiences and internships.