Stephen Whittle

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Portfolio http://www.crypticwarrior.net

The intersection between the technical and the narrative is a driver in what I do. My skills in design are complemented by my knowledge across the broader spectrum of the industry. They allow me to efficiently prototype gameplay, express ideas visually, and communicate effectively with artists and programmers. Games do not necessarily have stories in which they insist the player participate, but the player's experience is always a self-constructed narrative, and I leverage my knowledge of media and cultural practices alongside my technical problem solving skills to shape those experiences.

Employment History

Author - Unreal Engine 4 Scripting with C++ Cookbook (Packt Publishing, 2016)

March 2016 – November 2016

Based on my experience with Unreal, I co-wrote this cookbook aimed at getting experienced C++ developers up-to-speed with the engine. I wrote chapters on Actors and Components, Events and Delegates, UInterfaces, Editor extensions and UMG (Unreal's UI framework).

Community Contributor - Unreal Engine 4

March 2014 - Present

As a community contributor to UE4 I have submitted pull requests to Epic concerning the following features:

- FABRIK IK solver
- Leap Motion sensor support for Blueprints
- SQLite database support
- TArray filtering based on predicates
- and a variety of small bugfixes.

Lecturer - Game/Level Design, Programming, Unreal

September 2012 - Present

SAE Institute | Sydney

At SAE (Formerly Qantm College Sydney) I instruct students in the use of the UDK, Unreal Engine 4, and Unity for the purpose of creating both narrative-driven, single player and multiplayer game levels

and game prototypes in addition to general game design theory. I provide practical instruction on the editors themselves, scripting with both C++/Unrealscript and Kismet/Blueprint, and C# for Unity, lighting, materials and asset creation. I am also responsible for critiquing and providing ongoing feedback to students regarding their assessment submissions, both from a design and narrative perspective, as well as best practice, and marking them once completed.

Designer/Programmer
September 2012- 2014
Canvas Interactive | Sydney
At Canvas I was responsible for implementing the Scaleform-based user interface, from menus to in-game HUD, in both Unrealscript and Actionscript, in addition to prototype UI wireframes in Flash. I also developed database-backed analytical tools for player movement tracking and hotspotting to assist with multiplayer level design and testing.

Co-Founder - Lead Programmer, Level Designer, 3d Modelling
March 2012-November 2012
Apparition Interactive | Sydney
Following on from my graduation at Qantm I co-founded Apparition with some fellow graduates. In this role I was responsible for implementing gameplay mechanics through C++, Unrealscript and Actionscript. This included custom conversations with NPCs; nav-mesh pathing and wandering AI; minigames and achievements. I also assisted in asset creation in Maya, importing and level implementation in the Unreal Editor, audio and UI development in Flash.

Senior Technician, Developer, Salesperson
August 2006 - December 2012
DCA Computers and Custom Technology | Sydney
In this role I was responsible for:
Diagnosis and repair of computer hardware
Isolating, debugging and resolving software faults
Development of custom diagnostic tools and utilities
Assembly of new computers
Sales and support

Skills
Unreal (UDK/UE4) - Level Design, Unrealscript, C++/Native code
development, Blueprint
C/C++
3d Modelling - Polygon (Maya)
3d Modelling - Nurbs (Rhino)

Unity

C#

Illustrator/Photoshop

x86/x64 Assembly/ Reverse Engineering

ARM Microcontroller Development (Cortex-M0-M4F) with C and C++

Bash Scripting

Maya scripting (MEL)

Education

Bachelors Degree, Interactive Entertainment(Games Design),

September 2009 – Graduated November 2011

Qantm College, Sydney

Bachelors Degree, Media and Communications/History,

January 2005 - Graduated March 2009

UNSW, Sydney

References

On Request