

Oliver Neal

Games Programmer - Unity (C#)

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Profile

Passionate games programmer specializing in Unity (C#) with proven skills in 2D/3D development, multiplayer netcode, and performance optimization.

Education

- **Foundation Degree in Games Technologies** - Expected July 2025
 - Year 1 - *Distinction*
 - Year 2 - *In Progress*
- **BTEC Level 3 National Diploma** (D - Distinction)

Technical Skills

- **Engines/Languages:** Unity (2D/3D), C#
- **Multiplayer:** Netcode, Unity Authentication, Relay, Cloud Save, Lobbies
- **Techniques:** Finite State Machines, Performance Optimization, Unity Netcode
- **Design/Tools:** Pixel Art, Tilemaps, Level Design; Git, Trello

Projects

- **Unicellular (Feb 2025):** Idle simulation handling 5000+ entities using FSMs and performance optimization using Unity's GameObjects.
- **Pinnable (Mar 2024):** 2D platformer with fun mechanics and dynamic difficulty scaling.
- **3D Netcode Tank Game (Jan 2025):** Online tank game via server-client architecture.
- **2D Netcode Shooter (Jan 2025):** Low-latency network design for fast-paced action.
- **Team Projects:**
 - *Tides of the Moon (Jan 2025):* Rapid prototype inspired by Starfox.
 - *Candy Corporate (Apr 2024):* Level design and tile creation integrating pixel art.

Professional Outlook

Innovative and detail-oriented, I continuously seek opportunities to refine gameplay experiences and push personal technical boundaries.

References

Murray Lambert

Lecturer, Programme Leader for Games Technologies

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