Louis Foy

Programmer
Game developer

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http://louisfoy.games

➡ Profile

Programmer and game developer with nearly **four years** of industry experience, following twelve years of combined self-taught and studied experience in C++. I'm familiar with several domains of programming including **gameplay mechanics, multiplayer networking**, and **engine tooling.**

In my time in the industry, I've teamed up with at least **eleven pods** across **six projects** in **two game engines**. My breadth of knowledge, adaptability and speed stems from developing several games independently and in self-directed hobbyist teams. I'm able to quickly enter new projects and **turn designer ideas into gameplay** and difficult workflows into **efficient tools**. Although **multiplayer gameplay** is my passion, in large projects such as **Fall Guys** and **Fortnite** I also frequently create various **tooling and workflow enhancements** to eliminate slow or repetitive tasks and accelerate the team's velocity.

➡ Key Technical Skills

Languages (Fluent):	**C++**, **C#**, **C, Python, Blueprints**
Languages (Additional):	**JavaScript/HTML5**, **Unity ShaderLab**, **HLSL, GLSL, ASM (MIPS)**
APIs:	**Direct3D11**, **Direct3D9**, **Win32**, **WinSock, FMOD, SDL 2**
IDEs:	**Visual Studio, Rider, PyCharm**
Engines:	**Unity (C#)**, **Unreal Engine (C++, Blueprints)**
Workflows/Tools:	**ADO/Azure, Jira**, **HacknPlan, Slack, Trello; Agile**, **SCRUM**
Worth Mentioning:	**Networking, Tooling, Client prediction, Lag compensation**

➡ My Projects

> **My portfolio page takes just a moment to scan through and shows much more than I can tell. See it at:**
> **http://louisfoy.games**

➡ Employment

Network Programmer - Mediatonic   **Jul 2020-Present**
At Mediatonic, I've worked on four games, including the hit Battle royales **Fall Guys** and **Fortnite.**

While I am enrolled as a **network programmer**, my contributions tend to span multiple domains, with my specialised networking knowledge being a plus where needed. My contributions include:

- Creating **gameplay interactables**, **character and object networking infrastructure**, and **tooling** for an undisclosed Unity project
- Creating **AI**, **gameplay interactables**, and **systems** for an undisclosed Unreal Engine project

- Creating powerful **debugging tooling**, later ported for use in **Fortnite**
- Providing maintenance work for **Fall Guys**, including tooling, bugfixes, Creative Mode dev support, and prototype gameplay features
- Early gameplay prototyping on **Fortnite**
- Frequent incidental **cross-team contributions** in addition to my assigned work, raising awareness of blockers and workflow inefficiencies, and quickly providing solutions to them.

Programming Intern - Anti-Matter Games   **Jun 2019-Sep 2019**

At Anti-Matter, I developed several features and tools for **'83** and **Project I.G.I**. I worked closely with the programming team, designer and producer to deliver features autonomously within self-organised time estimates. I quickly integrated into the team and played a proactive role in pioneering new prototype features, such as **vehicles, game modes**. I iterated frequently on new features based on playtest feedback in liaison with the designer and relevant team members. My key contributions and achievements included:

- Developing features and tools in **Unreal Engine** using a mixture of **C++** and **Blueprints**.
- **Rapidly iterating** and sharing prototype work in brief video clips for immediate feedback.
- Supporting fellow programmers and interns with helpful solutions in blocking situations.
- Flexibly working between **two projects** and investing considerable effort to meet critical deadlines.

➡ Voluntary experience

Falmouth University   **2017-present**
- **2018: 2nd year PASS Leader.** Responsibilities included planning weekly sessions for first-years where I facilitated additional learning with a mix of various group activities and independent support. I achieved an award for **outstanding individual contribution** for independently introducing PASS to Games Academy first-years.
- **2018-2019: 2nd and 3rd-year Course Rep.** Responsibilities included collecting and delivering feedback to course leaders during regular meetings and raising concerns within the cohort to staff.
- **2018: Members rep** for Autistic Society. Responsibilities included managing a quiet table on outings and facilitating engagement between members with extra difficulties.

Miscellaneous
- **2017:** Volunteered at the Tecademy for Computer Science Teachers event with Bluefruit Software. Assisted teachers in Raspberry Pi programming training for its introduction to schools.

➡ Education

Falmouth University   **2017-present**
- **BSc(Hons) in Computing for Games** **(1st)**
- Strong subjects included **Agile workflow**, **version control**, **graphics engineering, AI, networking**

Northbrook College   **2012-2014**
- **BTEC Extended Diploma** in Creative Media Production (Games Development) (**D*D*D***)
- Key subjects included **game design, Flash programming, 2D animation, modelling**
- Received Student of the Year award in 2014 for Outstanding Personal Achievement

The Links College   **2006-2011**
- **GCSEs:** Science **(A*)**, Additional Science **(A*)**, Mathematics **(A*)**, English (**A**).