Christopher David Abbott

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PROFILE

High-performing AI and Games Programmer with an extensive background in Project Management and Story Structure from the Creative Industries. Outgoing, hands-on professional bringing core programming skills alongside leadership and industry experience. Passionate and enthusiastic, thriving in fast-paced agile environments.

CORE COMPETENCIES

- C#, C++, Java, Python, Lua
- Unity 3, Unreal Engine 4
- Git and Jira
- Story & Character design & development

- Project & Production Management
- Time Management & Prioritisation
- Agile, Prince2
- Team leadership and supervision
- Problem-solving

PROFESSIONAL EXPERIENCE

Game Programmer (C# Unity)

Rocket Flair Studios Ltd, 2023-2024

As a Programmer for "Dynasty of the Sands," the Egyptian survival city builder, I was an integral part of a large, collaborative team. Working closely with the design team, I played a pivotal role in implementing critical features while also providing support to fellow developers in their respective tasks. Additionally, I contributed significantly to bug fixing and conducted thorough peer reviews of code branches before integration. My primary areas of focus included:

- Developed and integrated the Gods System, enabling players to select three out of six gods to interact with various features within the game. This system added depth and strategic elements to gameplay.
- Implemented the happiness feature for villagers, utilizing dictionaries and data structures to manage different happiness effectors. This system contributed to the realism and immersion of the game world.
- Collaborated closely with the UI developer and UI designer to facilitate the integration of new UI elements and artwork, ensuring a cohesive and visually appealing user interface.
- Engaged in general bug fixing activities, addressing issues promptly to maintain game stability.
- Conducted thorough peer reviews of code, providing valuable feedback to ensure code quality and consistency across the project.

Game Programmer (C# Unity)

Studio Yam Ltd, 2022-2023, Part-time

As a Programmer for the indie game "Veggie Village" I collaborated within a multi-disciplinary team of four developers, two artists, and a game designer to craft an endearing social simulation experience. My primary focus encompassed several key areas:

- Developed and integrated the NPC AI State Machine, employing fuzzy logic to emulate diverse mood states witch effect how the interacted with the player.
- Designed and realized various in-world mini-games, including the creation of Flower Sudoku, adding depth and entertainment to the gameplay experience.
- Led the feature design and implementation of the quest system, ensuring alignment with project objectives and enhancing overall progression and engagement.
- Contributed to narrative development, providing support in shaping the game's story and thematic elements.

Programmer (C# Unity)
Huey Games, 2022, Summer Internship

As a Programmer for Huey Games' indie project "Wreck Out," I operated autonomously within project parameters while actively participating in weekly project meetings. My role entailed creating an AI for a game robot npc. My specific contributions included:
- Engineered a finite state machine to govern the behavior of an AI Robot within the game.
- Programmed the AI to intelligently navigate the game environment, avoiding collisions with both balls and vehicles whenever feasible.
- Implemented logic to ensure the AI stays within the prescribed arena boundaries.
- Developed functionality for the AI to dynamically respond to the presence of the ball or its carrier, including orienting towards the target and engaging in shooting behaviors.

Project & Events Manager
Capture Events, 2015-2020

A creative role engaging across an eclectic array of projects including award ceremonies, film festivals, conventions, trade shows, corporate and educational events. My main duties included:
- Management of multiple international film festivals including Southampton, Madrid, and Tenerife.
- Design and implementation of the London Comic Con Film Race for MCM.
- Production of Bowling for Soup UK Farewell Tour filming of live concerts.

Creative Consultant
The Walt Disney Company, *2012-2015*

Read scripts and treatments and gave detailed analytical reports to support the writers and production teams specialising in character development.
Key Responsibilities:
- Collaborate with an array of creatives to present constructive feedback on projects.
- Writing and maintaining project outlines and briefs within the writing team.
- Created and implemented the character development theory "The characters heartbeat".
- Presented my theories at conventions and events like the Cannes international film festival.

Producer and Project Manager on multiple award-winning films for…
Jump Start Production 2011 – 2012,
A1 Pictures, 2009-2011
Workshop Productions, 2005-2009

EDUCATION AND SKILLS

MSc Artificial Intelligence – Manchester Metropolitan University (ongoing)
BSc(hons) Computer Games Technology first class Degree – Manchester Metropolitan University
Prince 2 (Foundation), SCRUM (PSU I)
HND Sports Studies and Ethics – St Martins College
A Levels Creative Writing, Criminology, Psychology, Art & Design – Furness College

PERSONAL INTERESTS

I have a love of games in all shapes and sizes from classics like chess and monopoly, to the more modern Dungeon Pets and Takenoko as well as tabletop war games such as Marvel Crises Protocol and Moonstone. I am also a DM for a group of 10 players at my local gaming shop where we play DnD, World of Darkness, In-Nomine to name but a few. I also love films both as a viewer and filmmaker.

References are available on request.