

Taylor Hetherington

Gameplay & UI Programmer

taylorhetherington0@gmail.com

[Portfolio](#) • [Github](#) • [LinkedIn](#)

References available on request

Skills

Networked Unreal Engine 5 games written in C++
Gameplay Ability System (GAS)
Event Driven User Interfaces using UMG and MVVM
Interdisciplinary Collaboration
Team Lead Experience

Summary

I have 4 years of experience in the industry, in my previous roles I have seen all stages of development from early prototype all the way to launch, and to post-launch live-service development. I love to work closely with other people of all disciplines to solve problems together and put our all into making the game the best it can be.

Professional Experience

Gameplay Programmer, Red Rover Interactive UK

Sep 2024 - Jun 2026

Enginefall | C++, Unreal Engine, GAS, 80-Player Multiplayer | Gameplay, UI, Strike Team Lead

- ❖ **Social Gameplay** and **PvP** Strike Team Lead
 - Organized and Held meetings and Drove team initiatives
 - Concepted, Designed, Proposed, Implemented, and Owned several features
- ❖ **Gunplay** and **Combat** Code
 - Recoil System, Recoil Spray Patterns, Interruptible Shotgun Reloads
 - Riot Shields
 - TRACE System
- ❖ **Ladders**
- ❖ UI work
 - In-World waypoint tracking
 - Inventory System work

Programmer, Sumo Digital Newcastle

Jan 2024 - Sep 2024

Graduate Programmer, Sumo Digital Newcastle

Apr 2022 - Jan 2024

DeathSprint 66 | C++, Unreal Engine, Multiplayer | Gameplay & UI Programming

- ❖ Responsible for implementing the in game HUD
 - UMG, MVVM, SMeshWidget (instanced UI elements), Completely event driven UI, Pub/Sub model
- ❖ Created the Momentum System
 - Created a system to solve a problem with speed, which made it more analogue, rather than digital
 - Created an interface which allowed designers to work completely independently of code, without sacrificing functionality or flexibility
- ❖ Implemented in-game abilities using the Gameplay Ability System (GAS)
 - Researched, helped set up and maintain, and guided best practices
- ❖ Animation work and VFX (Niagara) work

Personal Projects

Untitled Tower Defense Game

2026

Portfolio Site - Made with NodeJS, HTML5, and CSS. [Find it here](#)

2021

Unity Game - Picross, C# Puzzle Game made in 4 days, [play it here](#)

2021

Oswalds Magical Goods - Made in Unity in 3 days as part of IndieTales Game Jam, [play it here](#)

2021

Education

Newcastle University MSc Games Engineering

2021-2022

Graduated with First Class Hons (95%)

Award for Highest Achievement in MSc Games Engineering

[Tropical Island Graphics C++ OpenGL](#)

[C++ Physics Engine](#)

[Spitoon Team Project \(C++\)](#)

Team Lead | Responsible for networking code using enet library, command pattern input system for PC & PS4.

Teaching English as a Foreign Language

2020

Newcastle University BSc Computer Science

2017-2020

Graduated with First Class Hons

Dissertation: UAV Searching with Drone Networks (Visualisation using Unity)

Parsed flight data to create 3D visual representation of Drone flight path

Stitched together drone images to create orthomosaic map of area

Unity Game - They Came From the Woods, Twin Stick Shooter, [play it here](#).