LIAM SHELLEY

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PROFILE

Gameplay Programmer with multiple years of experience working across different game engines and game genre. Led the technical development of a new IP after forming an indie game studio which gained government funding alongside a People's Choice Award. Typically, I spend a lot of my free time finding new games to play with a particular passion for strategy and tactical shooter games. When I am not gaming or making miniatures, I will often be working through an online course to better my skills or experimenting with a random mechanic I found interesting in a game I have played.

SKILLS

- **Engines**: Unity, Unreal Engine 5, Gamemaker

- **Software**: Github, Diversion, Jira

- **Languages**: C++, C#, GML

- **Specializations:** Optimization, QA, Research, Documentation and Gameplay Programming

QUALIFICATIONS & ACCOLADES

- BA(Hons) First Class Degree – Game Design – Christ Church University

- Commercially Released Title

- UK Games Fund Recipient 2024/25

- Recipient of People's Choice Award at Develop: Brighton 2025

RELEVANT LINKS

Portfolio & Commercial Title: Work Portfolio , Robes & Wrinkles

LinkedIn: https://www.linkedin.com/in/liam-shelley-3aa24a1a0/

WORK EXPERIENCE

Customer Assistant | Sports Direct   **(2018 – Present)**

Prototype Programmer
Christ Church University   **2024**

- Developed a modular system for character move sets, allowing for easy expansion

- Developed both Player and AI controllers to create dynamic and engaging gameplay

Gameplay Programmer
Tombstone Studios | Robes & Wrinkles   **(2023 – 2025)**

- Ensured optimization in physics-based gameplay through writing clean and efficient C# code, checking 3D model collisions and assisting within the 3D development pipeline

- Developed a version of procedural generation through research and application whilst maintaining ease of use by designers

- Made use of Github for secure version control and Jira for task tracking

- Designed and implemented a custom shader

Gameplay Programmer
Tombstone Studios | The Picket   **(2025 – 2026)**

- Responsible for optimization of gameplay through clean and efficient blueprint code

- Tasked with making use of Unreal Engine's technical elements to create effective lighting and atmosphere to enhance game feel

- Created a dynamic interaction system which allowed for custom behaviors and methods of interaction from the player