

Liam Alexander Snow

Games Programmer familiar with Commercial and Proprietary Engines

hello@liamsnow.co.uk

www.linkedin.com/in/liamsnow

Profile

An enthusiastic developer with over a decade of programming experience across various industries, and a strong passion for personal growth. Recently released my first commercial title, *Project Motor Racing*, as a Junior Gameplay Programmer at Straight4 Studios.

By collaborating with fellow engineers and cross-discipline teams, I desire to implement core gameplay systems and deliver great player experiences.

Technical Skills

- C++ & Lua
- Unreal Engine & Giants Engine
- Mathematics & Statistics
- Perforce, SVN & Git
- Jira, Confluence, and Mantis
- Slack, Teams, Meet & Zoom
- Microsoft Visual Studio
- Microsoft Office Suite
- JetBrains Rider

Work Experience

May 2023 - Dec 2025

Straight4 Studios - Junior Gameplay Programmer

Worked on *Project Motor Racing*, from pre-production to post-release, primarily as part of the Gameplay team. Collaborated with multi-disciplinary teams to implement and iterate on Gameplay and UI systems, using Lua and C++ in Giants Engine.

Collaborated with the Audio team, and the Game Design Director, to setup the race engineer radio system, and added supporting subtitles functionality.

Created the Thumbnail Generator tool, used for producing the vehicle images needed in the game, and on the game's website.

Profiled and optimised the HUD mini map, saving up to 1ms of processing time per update tick.

May 2022 - May 2023

Little Grim Entertainment - AI Programmer

Primary AI specialist on *Ace of Spades*' prototype.

Developed behaviour trees and an AI Manager system for the player's companion and other non-player characters, with Unreal Engine, C++ and Blueprints.

May 2022 - Nov 2022

CG Spectrum - Game Programming Technical Assistant

Helped students with course questions regarding Unreal Engine and C++. Including: debugging a basic dungeon crawler and a card game, and how to create a mini-game inside of a first-person game.

Created, hosted, and promoted programming related events on Slack and Zoom. A record of 17 students took part in a weekly, collaborative event that helped to answer queries about Blueprints.

Advised 22 prospective students, resulting in two referrals joining the programming courses.

Mar 2015 - Apr 2022

CFH Docmail Ltd - Document Developer

Configured, developed and supported thousands of print and software applications, using OpenText Exstream, C# / VB.Net, and Visual Studio.

Became the primary developer and maintainer, for the largest print application of our biggest client. Processed over one million customers during its peak, delivering it on time, with few faults.

Investigated and caught a potentially serious data issue, that resulted in saving many hours of production time, and thousands of pounds in labour and material costs.

Contributed to documentation, and clarified procedures, to improve the process and experience for fellow colleagues.

Projects

Sept 2013 - Apr 2014

University of Plymouth - Dissertation

Heat Dissemination in Biological Tissue - 75.30%

Investigated the effects of heat distribution in a medical procedure used in IVF and research treatments. Compiled findings in LaTeX.

Derived the inhomogeneous heat equation, by utilising vector calculus and numerical methods.

Simulated the resulting model using Fortran, and the plotting library DISLIN. Written in Notepad++ and compiled with GCC.

Education

Sept 2011 - May 2014

**University of Plymouth - BSc (Hons) Mathematics with Computing
First Class with Honours**

Apr 2021 - Feb 2023

CG Spectrum - Game Development Course

Volunteering

July 2022

Develop:Brighton - Conference Associate

Discussed and organised responsibilities with fellow volunteers and raised issues promptly with conference organisers.

Utilised interpersonal skills to advise conference attendees with queries and assist speakers and staff with the conference talks.