EOGHAN K. MULVENNA

Programmer & Game Developer

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PERSONAL PROFILE

Making games is something that I have always done and will always do. It's been a part of my life for as long as I can remember. From growing up in Ireland creating playground games for my whole school, to high school in Edinburgh where I gained a passion for programming small games, to the present day where developing games is my career and my chosen form of art. My main goal in life is to continue this journey, to keep learning and growing as a game developer by making fun, interesting and creative games.

SKILLS

- **Languages**: C#, C++, Python.
- **Engines**: Unity, Godot, Unreal.
- **Source Control**: Git, Plastic.
- **Platforms:** PC, All Current Consoles, Android & IOS
- Data Oriented & Object Oriented Programming.
- Planning and Implementing Gameplay Features.
- Designing and Implementing Architecture and Systems.
- Leading Code Teams.
- Fast Learner of New Languages, Engines, Frameworks and Technologies.
- Can Work Well Collaboratively and Independently.
- Creative and Analytical Problem Solving.
- Working well in small and large multi-discipline teams.

EDUCATION

Abertay University

BSc(Hons) Computer Game Applications Development | 2/1
September 2014 - May 2018

At university I worked on a multitude of different projects both for course work and outside of class. The most notable of these that I still find relevant to this day covered topics such as:

- Gameplay, Graphics, Network and Tools Programming.
- Console Game Development (PS Vita & GameBoy Advanced)
- AI Techniques, VR & AR Games and Procedural Generation

The project at university where I learnt the most was my honours project which investigated procedural generation of VR environments. I created an infinite procedural cave that could be explored in VR. This was done through a combination of Marching Cubes, 3D Cellular Automata and Simplex Noise.

ACCOMPLISHMENTS

- Game Dev Heroes: Programming Nominee 2024
- Limit Break Mentor, 2024
- Games Industry Speaker at: Games Talks Live, Arcadia, SGDA Micro Talks and DeeCon
- Dare Academy 2018 Finalist
- Roleplaying Society: President (2018), Secretary (2017)

HOBBIES & INTERESTS

- Fantasy and Sci-fi books.
- Playing Video Games & Table Top Roleplaying Games.
- Game Jams & Developing small games in my free time.
- Playing Music (Bass, Synthesizer and Guitar).
- Goth DJing and running a Goth night in London.

PROFESSIONAL CAREER

Martian Lawyers Club

Senior Game Programmer | October 2023 - September 2025

- During my time at MLC I had ownership over the C# game codebase and had final sign off on all architecture, gameplay and systems programming.
- My main achievements while working on *GUG* were:
  - Took the game from a basic prototype to full production release.
  - Built a procedural ability system that could process, run and visualise procedurally generated and runtime compiled ability code.
  - Implemented all the core game systems such as ECS data and entity management, settings, serialisation, UI/UX implementation, etc.
  - Implemented Steam integration and build deployment pipeline .
- Built an engine agnostic C# game framework.
- Represented the game and company by exhibiting the game at GDC and Gamescom

Hyper Luminal Games

Senior Programmer | March 2023 - September 2023
Programmer | June 2022 - March 2023.

- At HLG I worked on multiple client projects and on own IPs but the majority of my time was spent working on the Console Porting team where I focused on implementing platform specific features and getting the game to pass certification, this work involved:
  - Creating a framework of common platform functionality to allow for work to be easily shared where possible between platforms.
  - Working directly with dev-kits, platform specific tools, APIs and online publishing portals.
  - Extensive refactoring and optimisation work.
- During this time I worked on porting these games to the listed platforms:
  - *Viewfinder* - PS5, PS4.
  - *Hellboy Web Of Wyrd* - PS5, PS4, Switch, Xbox Series X|S, Xbox One
- As a Senior Programmer I worked with external partners such as partner developers, publishers and clients, planed department process and helped and led other team members.

Tag Games

Games Programmer | January 2020 - June 2022.

- At Tag I worked in many different capacities on multiple projects including:
  - Leading the code team on a small project.
  - Directing multiple small and large prototyping efforts.
  - Having ownership of code features.
  - Helping define both code standards and production process for the project.
- My day to day involved working closely with all members of the development team from all departments, planning work for myself and others, participating closely with the design process as well as planning, prototyping and implementing code features.
- While at Tag I worked on many different kinds of games and created a variety of systems and mechanics such as:
  - Arcade, guns and ammo systems, grid based combat, base building, team sport gameplay, MMORPG mechanics, game design tools, UI/UX implementation, serialisation systems.

Orthrus Studios

Programmer | May 2019 - August 2019.
Juinor Programmer | June 2018 - May 2019.

- At Orthrus I worked on the Fantasy City-builder 'Distant Kingdoms' which was published by Kasedo.
- Over my time at Orthrus I created a wide array of mechanics for the game such as road systems, construction grid systems, crowd simulation, development tools for all departments, lots of other gameplay and systems work and a small amount of graphic work.

REFERENCES AVAILABLE UPON REQUEST