

Damian Turnbull

damian.turnbull@outlook.com

[LinkedIn](#)

0447 603 778

Summary I am an experienced and skilled computer scientist having worked as a Lead Software Engineer and Software Engineer in many industries producing products for desktop, web, mobile & video games.

I enjoy making a variety of intelligent applications and I have a passion for game design and game programming.

Skills

Languages

- C# (High)
- Objective-C (Medium)
- Swift (Medium)
- C++ (Beginner)
- JavaScript (High)

Technologies

- Unity 3D (High)
- Photoshop (Beginner)
- Git (High)

Project Tools

- JIRA (High)
- Trello (High)
- Confluence (High)
- Azure DevOps (High)

Other

- Game Design (Medium)
 - SCRUM Agile (High)
 - Communication Skills (High)
 - Time Management (High)
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Education

Bachelor of Computer Science from RMIT University

Major: Application Development

Graduated 2009

Certifications

Unity Certified Professional Programmer from Unity

Acquired 2022

Career History

Game Designer/Programmer at Sandbox D7 (Hobby Business)

Aug 2013 - Present (10 years and 5 month)

- Writing design documents/diagrams
- Prototyping
- Implementing games mechanics
- Project management
- Coordinating contractors
- Creating Unity Editor tools
- Unity Cloud Build for CI Automation
- Performance Tuning
- Research and Technology Evaluation

Responsibilities

As a business owner and a contractor, it was my responsibility to produce game designs, prototype & implement game mechanics. This involved creating custom solutions using modern game theory and managing contractors.

Achievements

I created a game called [Lord of Decay](#) and on that project I worked extensively in Unity to develop my own MVVM implementation as a best practise way to handle user input, rendering, game state management, stacked user interface navigation and dialogs, camera controls, data persistence and more.

Many of these best practises have resulted in me publishing an asset on the [Unity Asset Store](#).

Unity Software Engineer at PlaySide Studios

Aug 2013 - Present (10 years and 1 month)

- Requirements Analysis
- Game Design
- Prototyping
- Ideation & innovation

Responsibilities

As a member of the Mobile Inception team I worked with a game designer to experiment with game ideas. The goal was to identify risks and discard ideas that would not work well in the current market for the development of future titles.

It was my responsibility to prototype 2D and 3D game ideas and provide detailed breakdowns and then create next steps to further develop, discard or promote for greenlight process.

These prototypes included sophisticated editor tools for game designer to tweak mechanics and behaviour.

Achievements

In order to be very fast and produce many prototypes within tight deadlines I created a Unity Project Template that collated standards and approved libraries from across the business units.

Lead Unity Developer at Dreams Quest

Mar 2023 - Current (6 months)

- Requirements Analysis
- Technical Leadership
- Code Review
- Game Design
- Feature Road mapping
- System Integration (AWS GraphQL web service)
- Refactoring Legacy Code
- Game Balance
- Engine Tools
- Recruitment

Responsibilities

Working with 3D artists, animators, VFX artists and level designers to ensure delivered assets were of a high quality and could be integrated into the Unity engine.

Working with senior management and game design to determine tasks and priorities so they could be written as agile user stories, road mapped and assigned.

Ensuring rapid results and high quality solutions through processes and tools to deliver weekly builds.

Achievements

I introduced code standards document and added an editor.config file to enforce them. I also setup Git LFS to better manage the binary files in our repository and hooked it up to automated Unity Cloud Build.

I introduced agile SCRUM process to tasking and grooming as well as new processes for peer reviews. I established a standard for documenting and sharing technical processes e.g. level optimisation, release process, branch management, code standards, etc.

Engineering key game systems whilst co-ordinating development efforts of 3 x programmers.

All the above enabled us to achieve stable weekly builds and drive iteration and make up for lost time on the project before I joined.

Before departing I completed the MVP and left a detailed roadmap to complete the Vertical Slice. I also increased the size of the game programming team by reviewing resumes, issuing technical tests and interviewing candidates for Senior Unity Developer and Lead Unity Developer roles.

Game Programmer at Indie Game Studio (Under NDA)

Sep 2021 - March (1 year 6 months)

- Code Review
- Game Design Refinement
- Refactoring Legacy Code
- Game Balance
- Editor Tools

Responsibilities

Work with designers, artists, writers, and sound effects engineers to implement game systems and integrate 2D art assets.

Create editor Tools to improve efficiency of programmers and enable designers.

Flesh out and solidify incomplete game mechanics and apply game balance.

Achievements

Refactored the Player Controller and Animator to use blend trees and a few input variables instead of 50 animation states accompanied by 50 individual triggers.

Organised the team around deciding on code standards and added an editor.config file to enforce standards.

I worked on a large content drop as part of a seasonal event.

Game Programmer at SPAR Studios

Sep 2020 - Oct 2020 (1 month)

- Requirements Analysis
- System Integration
- Prototyping

Responsibilities

The unnamed project was early in development and had already had some work done. It was my job to take the undocumented features of the designer/producer and create solid game design objectives.

Once I produced a game design document, I was able to prioritise the most important features, create development tasks, implement version control and introduce a task management system to complete prototyping the core game loop.

Lead Developer at LEXTECH

Sep 2020 - June 2022 (10 months)

- Engaging with internal and external stakeholders
- Requirements Analysis
- Software Design
- Code Review
- Full Stack Development
- Technical Leadership
- APIs
- SCRUM Agile
- Backlog and Sprint Grooming
- Supporting & Coordinating team
- Technology Research and Evaluation
- Creation of diagrams, processes and How To wiki documents
- Cloud infrastructure

Responsibilities

Analyse requirements, produce design documents and implement software for our many web projects, as well as coordinate the development team, and manage our Azure cloud environments.

I was also involved with technical showcases, producing technical documentation, onboarding new staff, creating standards and procedures, cybersecurity/privacy, evaluating new technologies and more.

Achievements

I introduced the Agile Methodology and Gitflow branch management to release product versions more frequently and mitigate risks of releasing bugs that would require a chain of hotfixes.

I took over the La Trobe project that had been languishing for two years and brought it back on track, delivering it inside of 8 months.

I wrote their Confluence Wiki documents to share knowledge and onboard new engineers more rapidly.

I personally designed and implemented a new API and Reporting Solution.

I also reduced the cost of Azure Cloud by optimising services and pricing tiers.

Acting Lead Software Engineer at Eastern Trees Service

Sep 2018 – Sep 2020 (2 years)

- Engaging with internal and external stakeholders
- Requirements Analysis
- Software Design
- iOS Development
- Full Stack Development
- APIs
- Technical Leadership
- SCRUM Agile
- Backlog and Sprint Grooming
- Supporting & Coordinating team
- Technology Research and Evaluation
- Creation of diagrams, processes and How To wiki documents
- Cloud infrastructure
- CI/CD Automation

Responsibilities

My main responsibilities were to analyse requirements, produce design documents and implement software for our many web and mobile projects as well as coordinate the development team, and work with the networking/infrastructure team to manage our cloud environments.

Because this was a small team I was also involved with technical showcases, producing technical documentation, onboarding new staff/contractors, providing application support, creating standards and procedures, cybersecurity, evaluating new technologies and more.

Achievements

In the Evolution project I was designing a technical transformation from a largely paper-based system to an entirely digital system. I worked closely with a solutions architect to produce software design as well as managed a team of 3 x employees and 3 x offshore developer resources to produce a Minimum Viable Product.

I also worked to introduce unit testing to our C# and JavaScript projects that was integrated into our continuous delivery pipeline.

For the TransGrid project I created ER diagrams, integration diagrams, data dictionaries, etc. to provide missing documentation to onboard new employees.

For the Cloud Migration project I successfully worked with the infrastructure to team to migrate our on premises servers and services into the Etheta cloud.