

Brad Ellis

I am a games developer with over ten years of experience in programming for desktop, mobile and consoles. I have an MSc and a BSc in computer science. I am primarily seeking a role as a gameplay, engine, or generalist programmer, and am willing to develop my skills further in adjacent roles as fits a project's needs.

Experience



Nequinox Studios Ltd., Senior Programmer

Oct 2021 – Nov 2024

- Worked as a co-developer on:

Vampire: The Masquerade – Bloodhunt



Unreal 4, Sharkmob, Battle Royale

Optimisation and bugfixing across audio, animation, gameplay and networking.

Undisputed



Unity, Steel City Interactive, Sports/Fighting

Xbox porting, bugfixing and some unannounced gameplay and UI features.

Unreleased Project



Unreal 5, Action/Adventure

Worked on animation and debug tooling.

Unreleased Project



Unreal 5, Online 3rd-Person Shooter

Implemented UE-integrated solution for environment queries for enemy AI. This included a small scripting language, its compiler and opcode interpreter.

- Contributed an interactive music system on an internal project and participated in several game jam and tool jams.



Feral Interactive, Junior Software Developer

Feb 2014 – Sep 2020

- Ported games with C++. Notable projects included:

macOS - XCOM 2, Deus Ex: Mankind Divided, Thief (2014), DiRT 3

iOS - XCOM 2, Tropico 3

Nintendo Switch - Alien: Isolation

- Tailored Tropico 3 extensively through Lua to overhaul its UI for mobile platforms and to add a few new gameplay features.
- Wrote a benchmarking tool in Perl used by many of the studio's ports.

Education



MSc Computer Graphics Programming, **Distinction**

University of Hull

2011 – 2012

- Used C++ and OpenGL/GLSL extensively. Dissertation available on [website](#).



BSc Computing Science, **2.2**

University of East Anglia

2007 – 2010

Indie and Personal

Fantastic Nephew (2024 – ongoing)



LÖVE, Turn-based strategy RPG

Creator, primary designer, and sole programmer in 2-person team. 2D RPG written in Lua and C, inspired by Inscryption, Undertale, and Pokémon.

- Contributed to TombEngine, an engine for custom levels for classic Tomb Raider, in a small worldwide team. Worked on Lua scripting integration.

E-mail

bradellis@live.co.uk

Portfolio

[bradellis.co.uk/
portfolio](https://bradellis.co.uk/portfolio)

GitHub

github.com/hispidence

LinkedIn

[linkedin.com/in/brad-
ellis-developer](https://linkedin.com/in/brad-ellis-developer)

Skills

Languages

- C++
- Lua
- C
- GLSL
- C#
- Perl

Engines

- Unreal (4 & 5)
- Unity
- LÖVE (Love2D)

Applications

- Visual Studio
- Xcode
- Vim/NeoVim
- Perforce, git & SVN
- Confluence & Jira

Hobbies

- Music composition
- Programming games
- Reading and writing fiction
- Keyboards
- Memory training

References

available on
request