

# Alan Yeats

Game and VR Developer

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**Interests** I'm a games programmer with a passion for developing on new technology with VR/AR/MR. With a true passion for Virtual, Augmented and Mixed Reality in games development along with its broader application into enterprise fields. Being able to develop this new technology while coming across problems that have never been solved before drives me forward.

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**Skills**

TECHNICAL SKILLS	
C++	C#
Git / Git Lfs	Unreal Engine 4 – C++
Unity	DirectX 11
OpenGL	Spring boot
Gradle	Bash
SVN	MySQL / SQL

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**Experience** [CTO | Co-Founder – Pocket Sized Hands](#)  
September 2016 – Present  
[Code Intern – Digital Sports Arena](#)  
June 2016 – December 2016

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Awards and Achievements	Award	Competition / Awardee	Location	Date
	World Finalist	Microsoft Imagine Cup	Seattle, USA	July, 2017
	As part of the final 54 teams in the Imagine cup Microsoft invited us to Seattle to demo and pitch against teams from around the world from prestige university's with only 2 games getting to this stage.			
	Best Game	Moray Game Jam	Elgin, Scotland	March, 2017
	Part of a team of 2 we created a VR shooter game inspired by point blank in 40 hours.			
	3 <sup>rd</sup> place in UK	Microsoft Imagine Cup	London, UK	April, 2017
	With 400 applicants from the UK applying we were selected as one of 10 finalists with us being only game of those. After pitch to a panel Microsoft and independent judges we finished 3 <sup>rd</sup> place.			
	Tranzfuser	UK Games Fund	Dundee, Scotland	Summer, 2017
	Part of a UK Game Fund program my team were given development space and mentorship over the summer before exhibiting EGX, the UK largest game conference.			

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**Education** [Abertay University – Dundee - BSc Computer Game Technology](#)  
Augusts 2014 – 2017  
The Degree is aimed to give me an understanding of a range of game programming area's as well as an applied mathematics. This has help me develop skills in profiling and performance monitoring, Multi-Threading, Graphics programming, Console game development, Network programming, Artificial intelligence and Procedural Generation.

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## Dundee And Angus College – Dundee – HNC Computer Game Development

Augusts 2013 –2014

Grade- A

As part of my course I developed my skills within the game development pipeline. The course was concluded with a team project where we had to develop a game with prototype of a game over a small timescale.

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### Projects

#### Professional

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##### GameDay Live

Soft Launch

##### Digital Sports Arena

Gameday live is a Football management simulation PVP game. Think Football manger meets Clash Royale.

I help develop the match simulation engine adding features and fixing bugs within it. Additionally, I maintain and develop custom made QA and design tool set which greatly improved the work flow for our QA team.

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##### Honeypot Espionage

In Development

##### Pocket Sized Hands

Honeypot Espionage is a multiplayer VR stealth game where the more the player moves the more visible they become with the game concluding in a Mexican standoff.

This project has won many awards including a World Finalist and 3<sup>rd</sup> place in UK in Microsoft's Imagine cup in Seattle alongside being a participant in many events including; Dare Academy (formally Dare to be Digital), UK Game Fund's Tranzfuser program, Tech Rally in Berlin.

I worked as the technical lead focusing backend of the game alongside picking up other tasks where needed; developing the dedicated servers, networking, player experience, database and gameplay. Alongside programming I work a lot of other aspects of the project. Handling much of the social media and marketing, press outreach, production and finance.

#### Personal

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##### Pocket Sized Guns

Prototype complete

##### Pocket Sized Hands

Pocket Sized Guns is virtual reality mini-game experience originally developed in 40 hours at the Moray Game Jam in Elgin this year which is subsequently won. It is a fast-paced Arcade Shooter with a 9 different mini Games. Shoot targets as fast as you can to get the high score, fight Skeletons in the dungeons and make ever last bullet count. It has later been ported and demos in PSVR at PlayStation dev days and Oculus rift for various events across the county.

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