

# Richard Sherriff

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## Experience

Gameplay Programmer – Sports Interactive 2014 – 2017

I was an integral part of the gameplay programming team on a complex online game with hundreds of thousands of registered users. My responsibilities included feature design, implementation and maintenance. I worked closely with members of my own team, our core tech team and colleagues in quality assurance.

Software Engineer – SBG Sports Software 2017 – 2018

In this job I maintained and extended software used by Formula 1 racing teams for analysis and strategy decisions. It was a close knit team, with lots of communication between developers and quality assurance.

Programmer - No Ghost - 2018

I was the sole programmer on a WWI Virtual Reality experience developed for museums. This application was developed in Unreal Engine 4 using the Blueprint system. As well as development of the mechanics I was also responsible for maintaining the projects repository and delivering builds.

Games Designer - Modern Fables 2019 - 2021

At Modern Fables I was responsible for the maintenance of the games systems and the development of new games. I was responsible for the design and build of new games from scratch that made extensive use of electronic components. I was also responsible for the design of a range of different game types, including outdoor games, online scavenger hunts and games played over text and email.

Games Technician - University of East London 2020 - Present

As the technician on the games courses at the University of East London I am responsible for the instruction in various games related technologies to undergraduate students. In this role I am also responsible for the acquisition and maintenance of games related hardware and software.

Associate Lecturer of Games Design and Development - University of the Arts London 2021 - Present

I am currently a lecturer on the Games courses at UAL. This involves the designing of an appropriate syllabus for both undergraduate and postgraduate games design students and the delivery of this material, both in person and online. This role also means the supervising and administration of student academic projects, including the marking of this work and its submission for external evaluation.

## Education

University of the Arts London 2018 - 2019

MA - Games Design - Distinction

University of Teesside 2011-2014

BSc (Hons) Computer Games Programming First Class Honours

Prestatyn High School 6th Form 2009-2011

A-Levels: Electronics – A\*, Mathematics – A, Computing – A

Technical Skills	Languages: C / C++ / C# / Python / Javascript / GLSL Engines: Unity / Unreal Engine 4 Databases: MySQL Version Control: Git / Perforce / Plastic SCM Electronics: Arduino / Raspberry Pi Other: Virtual Reality Technologies / Jenkins Build Systems / JIRA Project Management / Agile Development
Skills	<ul style="list-style-type: none"><li>- Expert knowledge of the Unity Games Engine, including not just development but optimisation and deployment strategies.</li><li>- Experience in Unreal Engine 4 development.</li><li>- Experience in development of new and custom hardware for interacting with games systems.</li><li>- Strong Linear Algebra skills with experience implementing them programatically.</li><li>- 3D Graphics skills</li><li>- Deep theoretical knowledge of games studies and the study of play.</li><li>- Experience with electronics, both analogue and digital.</li><li>- Committed drive towards developing playful experiences as shown through professional and personal projects.</li><li>- Strong verbal and public speaking skills.</li></ul>
Conferences	All Work and No Play or: The Importance of Playful Games. Talk delivered at the Escape Room Industry Conference 2019