Kieran Newland

Senior Network/Gameplay Programmer

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Hello! I've been programming for around 15 years with over 8 in the industry on both indie and AAA Unreal and Unity projects. I've worked on all current and last gen platforms in team sizes ranging from the only programmer up to teams of 20+ other programmers.

Engines: Unreal Engine (C++), Unity (C#)

Professional Experience

Senior Network Programmer - Third Kind Games (October 2022 - Current)

I was brought onto the internal project team at Third Kind Games to own the netcode and ensure the rest of the team were able to follow correct patterns to reduce the need for refactoring. While here I created a new Ability System which is heavily inspired by GAS but using Unreal's Network Prediction plugin for use of the fixed tick, buffering and other critical features that Unreal's network layer does not include.

Other work included refactoring old systems to allow for prediction, lag compensation for weapons, setting up Gamelift for server deployment/testing and mentoring other programmers who were new to the engine.

Freelance (August 2019 - October 2022)

Between projects I worked as a freelancer with clients such as Two Point Studios to assist with Console development on Two Point Campus and BetterUp which is a mental health app made in Unity.

I also spent 10 months trying to get my own project up and running, a server authoritative Golf game with spline based course editing, but was unable to find funding to continue.

Senior Gameplay Programmer - Omeda Studios (March 2021 - December 2021)

Omeda's project is a new MOBA made in Unreal Engine based on Epic Games's previous title, Paragon. My work spanned a lot of areas on this team but a quick overview would be predicted multiplayer work based on the heroes and abilities using Unreal's GAS system and settings up the game on both current and previous generation console hardware.

Gameplay Programmer - Wargaming UK (now DPS Games) (April 2019 - August 2020)

During my time at Wargaming I worked in Unreal over a large range of different gameplay systems. Without going into too much detail (as it's still under NDA) I designed, planned and implemented new production quality systems to be used in the released product. I owned Abilities/GAS and I also worked on gameplay related editor tooling. There were also heavy periods of prototyping and iteration. All of the features developed while working here were for networked systems.

Game Developer – Payload Studios (October 2018 – April 2019)

TerraTech is Payload's flagship game which boasts a strong community and impressive ratings over multiple platforms. Alongside a team of programmers, I was tasked with providing post-launch support to the title to keep the community strong and the game selling well. Assigned tasks can range from **Gameplay** to UI or **Multiplayer** updates which compliments my generalist skill set.

Lead Game Developer – Inertia Games (July 2017 – September 2018)
(Gameplay Programmer - July 2015 - July 2017)

At Inertia I was the Lead Game Developer of **Catastronauts**, a hectic 4 player party game created in **Unity** to be released on PS4, Xbox One and PC. I was the only programmer on this project and also spent some time working on online multiplayer (which we didn't end up shipping with) and the Switch port. As we worked in a small team I also had production and publishing responsibilities.

Education

Bsc Games Software Development (2:1) – Sheffield Hallam University

References are available on request