

Steven Yau

Creative Technologist · Tinkerer · Fixer

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Employment

Jul '17 - Present **Conspexit Games Studio (Startup) - Lead Gameplay Developer on Hidden**



- Worked directly with the Lead Designer to give a technical point of view on gameplay mechanic proposals and to understand design motivations.
- Produced high iteration prototypes to answer design questions and investigate technical feasibility using **Unity3D**. For example: How accurate is **ARKit** or **ARCore** over long distances? How can we make AR objects look less like 'AR'?
- Proposed and created proofs of concept for Conspexit Computer Vision technology to external parties and investors, including augmenting AR objects in place of real world ones.

Feb '17 - Jul '17 **Short Contracts - Software Developer**



- **AdMob** - Designed and implemented a playable ad for mobile using **PlayCanvas**.
- **LearnBrite** - Consulted with the client to investigate and understand the **three.js** model asset loading workflow.
- **Workflow** - Implemented sequencing features for a bespoke project as a **PlayCanvas** specialist focused on the animation and scene loading systems.
- **Happy Finish** - Developed a bespoke client mobile app to playback curated videos in VR using Google cardboard.

Sep '16 - Feb '17 **PlayCanvas (acquired by Snap) - Software Developer**



- Designed and created WebGL powered content and games for clients such as [Virtual Voodoo](#) for Miniclip using **Javascript**.
- Added over 30 new project samples to the [tutorials section](#).
- Developed [WebVR Lab](#), a scalable VR experience showcased by [Google Chrome Blog](#). Accessible on Google Cardboard, Gear VR, Daydream and room scale VR.
- Role was unfortunately made redundant as PlayCanvas decided to stop content development.

May '16 - Sep '16 **Sabbatical and experimenting with Platforms**



- Left King to prepare and spend time with new baby and family.
- Live streaming game development of a 'Twitch Plays' game via Twitch using **Unity3D**. Past broadcasts are on [YouTube](#) and highlights on [Twitch](#).

Oct '13 - May '16 **King - Senior Games Developer**



- Sole developer of **Super Stack 'Em** for [RoyalGames.com](#) and an unreleased mobile title game from prototype through production using **Actionscript** and **Lua** with [Defold](#).
- Implemented gameplay features and bug fixes on **Farm Heroes Saga** using **Actionscript** for the browser client and **C++** for mobile.
- Conceptualised, prototyped and took **Farm Heroes Super Saga** through to release, focusing on gameplay and social interaction between players.

Jan '13 - Oct '13 **Happy Finish - Senior Software Developer in Interactive Department**



- Developed interactive prototypes within short timeframes and fully fledged apps for external clients using **C#** within **Unity**.
- Mentored Junior Developers in best practices of working within a team and large scale software design.

- Experimented the application of new technology such as **Leap Motion** including a full body tracked VR experience through the use of **Oculus Rift** and **Kinect**.

Sep '11 - Jan '13



Playfish - Senior Games Developer on The Sims Social

- Implemented new weekly content and features for the live game client in **Actionscript** and using **Agile** methodologies.
- Mentored an overseas client team on the processes and core modules of the project in preparation for handover between two internal studios.
- Promoted into a **Team Lead** position and consequently managed several developer disciplines to release live content to strict deadlines.

Aug '10 - Aug '11



WMS - Senior Software Developer on Commanding Officer and Periscope Pays

- Sole developer of two themes from prototype to release using **C++** and **Lua**.
- Developed several small tools in **C#** to improve tracking and integration of translated assets.
- Installed and maintained the company's first **CI** server using **Jenkins** to reduce Developer dependency on manually deploying builds for review.

Sep '06 - Jul '10



EA - Games Developer on multiple titles - PS3, PS2, PSP, Wii, Xbox 360 and PC

- Prototyped and implemented multiple gameplay features on the Harry Potter franchise including the potions minigame using **C++** with the focus on user experience and Wii motion controls.
- Partnered with IT preparing new PCs to drastically reduce the time for a new starters to actively begin working on the project from a day to 30 mins.

Education

Sep '15

Scrum Alliance - Certified ScrumMaster

Member: 000451897

Sep '05 - Aug '06

University of Hull - MSc Games Programming

Grade - Pass

Sep '01 - May '04

University of Lincoln - BSc Games Computing (Software Development)

Grade - 1st Class Honours

Other

Sep '15 - Apr '16



Young Enterprise Business Advisor Volunteer

- Provided support and advice for a group of Year 12 students at a local school taking a business idea through to completion. This included guiding them through risk analysis, approaching third parties and managing cashflow.

Jan '15



King Game Jam Event Organiser

- Worked as part of a small team to organise a 2 day Game Jam open to external developers with very positive feedback from attendees.
- Designed and implemented the responsive event static website using **Bootstrap** and integration of **Eventbrite**.
- Successfully filled all 80 places within 72 hours of the site going live through targeted marketing in developer communities.
- Secured Unity and Urskog Longboard through as event sponsors and they have indicated their interest in future sponsorship.