

Steven Yau

Creative Technologist · Tinkerer · Fixer

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Employment

Sep'16 - Feb'17



PlayCanvas - 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.
- Created temporary tools for integrating translations while developing the workflow to use EA's common toolset.
- 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.

Jan '10 - Jul '10



EA - Support Developer on Create - PS3, PS2, Wii, Xbox 360 and PC

- Updated and maintained tools to sync data between the Art Outsourcers and internal **Perforce** servers using **C#**.
- 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.

Jun '09 - Dec '09



EA - Gameplay Developer on Unannounced - Wii

- Prototyped multiplayer features into an existing minigame using **C++** including developing Wiimote only gestures and controls.
- Developed new features for both tools and the game to streamline the workflow for content integration and in game debugging tools to review animations.

Jan '09 - Jun '09



EA - UI Developer on Need for Speed: Shift - PSP

- Collaborated with a Flash contractor to reskin and extend the frontend graphics from an existing game.
- Implemented car customisation and Race King career progression screen flow and logic using **Actionscript** and **C++**.

Sep '06 - Jan '09



EA - Gameplay Developer on Harry Potter Series - PS3, PS2, Wii, Xbox 360, PC

- Prototyped and implemented the Potions minigame (one of the game's three core mechanics) using **C++** with the focus on user experience and Wii motion controls.
- Designed and implemented metagame gameplay features using **C++** and the in-house level editor.

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

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.

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.