

Steven Yau

Games Maker Geek

<http://www.stevenyau.co.uk>
jobs@stevenyau.co.uk

Profile

An experienced games developer with over a decade's worth of experience ranging from AAA console games, XR and F2P mobile games for some of the largest companies in the games industry.

Loves to learn, solve problems and challenges, be it technical, managerial or design related to create user impact.

Worked with cross discipline teams, both large and small, mentored team members and students and has managed multiple stakeholders to build cohesive project roadmaps.

- 7+ years **C++** experience across multiple platforms including console and mobile.
- 2+ years **Unity3D** with **C#** experience for mobile.
- 1+ years **Javascript ES5** experience creating games and content using a WebGL engine.
- Project Management with **ScrumMaster** certification and Team Lead experience.
- End user and product focused.

Employment

Snap Inc - Partner Support Engineer

Mar '20 - Present

- Supporting Snapchat's games development partners for the platform.



Bravo Company - Project Manager

Oct '19 - Feb '20

- Started as a Client Engineer and transitioned to a Project Manager for a distributed team for a live game in early access.
- Managed creative and business stakeholders priorities towards a vision with actionable objectives to build a feature roadmap.



- Role was unfortunately made redundant due to an investment round falling through.

ACM University - Session Tutor for BA Games Development

Sep '19 - Dec '19



- Adapted, created and delivered course material for the Programming and Design specialisms using the accredited Falmouth University's course materials as a base.
- Provided programming and Unity3D support for students and other tutors.

Beat Fitness Games - Games Developer and Advisor

May '18 - Now



- Developed multiple games and prototypes for gym cardio fitness where the action is controlled by the user's heart rate.
- Refactored initial prototype to separate the core Heart Rate Engine functionality into a separate module. This allowed for easy integration into existing projects/games.
- Integrated PlayFab for leaderboards, analytics and player account management for profiles and IAP.

Conspexit Games Studio - Lead Gameplay Developer

Jul '17 - Apr '18



- Worked directly with the Lead Designer to give technical feedback on gameplay mechanic proposals and to understand design motivations.
- Proposed and created multiple proof of concepts using Conspexit Computer Vision technology to external parties and investors, including replacing world objects with AR.
- Role was unfortunately made redundant due to lack of funds.

Short Contracts - Software Developer

Feb '17 - Jul -17



- Worked on multiple short contracts with various companies including; a HTML5 playable ad and a bespoke client mobile app to playback curated videos in VR using Google cardboard.

PlayCanvas - Software Developer

Sep '16 - Feb '17



- Designed and created [Virtual Voodoo](#) minigame for Miniclip.
- Developed [WebVR Lab](#), a scalable VR experience showcased by [Google Blog](#).
- Role was unfortunately made redundant as the company stopped content development.

Sabbatical and experimenting with Platforms

May '16 - Sep '16



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

King - Senior Games Developer

Oct '13 - May '16



- Conceptualised, prototyped and took Farm Heroes Super Saga through to release, focusing on gameplay and social interaction between players.

Happy Finish - Senior Software Developer in Interactive Department

Jan '13 - Oct '13



- 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 tracking VR experience through the use of Oculus Rift and Kinect.

Playfish - Senior Games Developer on The Sims Social

Sep '11 - Jan '13



- Managed an overseas client team in preparation for project handover between two internal studios.
- Promoted into a Team Lead position and consequently managed several developer disciplines to release live content since to strict deadlines.

WMS - Senior Software Developer

Aug '10 - Aug '11



- Sole developer of two themes from prototype to release.
- 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.

EA - Gameplay Developer on multiple titles and platforms

Sep '06 - Jul '10



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

Other

Scrum Alliance - Certified ScrumMaster

Sep '15



University of Hull - MSc Games Programming

Sep '05 - Aug '06



University of Lincoln - BSc Games Computing

Sep '01 - May '04



Young Enterprise Business Advisor Volunteer

Sep '15 - Apr '16



- Provided support and advice a Year 12 student team taking a business idea through to creation. This included taking them through risk analysis, approaching third parties and managing cashflow.

King Game Jam Event Organiser

Jan '15



- Worked as part of a small team to organise a 2 day Game Jam.
- Successfully filled all 80 places within 72 hours of the site going live through targeted marketing in developer communities.