

# Steven Yau

Games Maker Geek

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## Profile

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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.
- 2+ 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

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Apr'20 - Now



### **Snap Inc - Partner Support Engineer for PlayCanvas WebGL Games Engine**

- First line technical support for Snapchat partners and external users across multiple channels including: Slack, email, forums, Discord and video conferencing.
- Supported partners with loading time and runtime optimization advice and reports, feature and bug triaging and fixing, onboarding new teams, investigating players call stack crashes, developing custom tools for debugging and integrating development workflows.
- Updated and added documentation for self service, drastically reducing onboarding time for new partners and covering the most common questions asked such as [optimising framerate on multiple devices](#).
- Fixed signup flow and restarted the newsletter campaign to re-engage with 10,000s of PlayCanvas users after a 2 year hiatus.
- Developed [3D Bitmoji Library](#) to bring the time to integrate a Bitmoji into a game down to <1min.
- Wrote multiple, public facing [blog articles](#), tweets and [newsletters](#) including a [well received post on Basis Texture Compression](#).

Oct'19 - Feb'20



### **Bravo Company - Project Manager**

- 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.
- Increased transparency between teams via a Project Dashboard for a one stop page to provide a project snapshot of what was in progress, timeline estimations and links to feature specs and Slack discussion channels.
- Role was unfortunately made redundant due to an investment round falling through.

Sep '19 - Dec '19 **ACM University - Session Tutor for BA Games Development**



- 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.

May '18 - Now **Beat Fitness Games - Games Developer**



- Developed multiple games and prototypes for gym cardio fitness where the action is controlled by the user's heart rate with **Unity3D**.
- Refactored initial prototype to separate the core Heart Rate Engine functionality into a separate module for fast prototyping and integration in existing games.
- Integrated **PlayFab** for leaderboards, analytics and player account management for profiles and IAP.
- Responsible for task backlog and milestone planning, balancing business and developer needs.

Jul '17 - Apr '18 **Conspexit Games Studio (Startup) - Lead Gameplay Developer on Hidden**



- Worked directly with the Lead Designer to give technical feedback on gameplay mechanic proposals and to understand design motivations.
- Produced high iteration prototypes using **Unity3D** to answer design and technical questions we had for AR in games.
- Proposed and created multiple proof 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**



- **InMobi** - Designed and implemented a playable ad for mobile using **PlayCanvas**.
- **LearnBrite** - Investigated **three.js**' model asset loading workflow.
- **Werkflow** - 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 - 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 the company stopped further content development.

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



- Left King to prepare and spend time with the 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](http://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 (VR, AR) 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 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.
- Managed 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 released live content since 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 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, developed gameplay features and tools across 5 titles on multiple platforms with **C++** and in-house engine.

Please see the [online portfolio](#) for more details

# Other

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Sep '15 **Scrum Alliance - Certified ScrumMaster**

- Member: 000451897

Sep '05 - Aug '06 **University of Hull - MSc Games Programming**

Sep '01 - May '04 **University of Lincoln - BSc Games Computing (Software Development)**

June '20 - Now **Into Games Mentor for Young People**



- Currently mentoring two mentees, sharing life and career experience. This included talking about finance, possible different paths to earning, short term and long term goal planning.

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.
- Successfully filled all 80 places within 72 hours of the site going live through targeted marketing in developer communities.
- Secured Unity and Urskog Longboard as event sponsors and they have indicated their interest in future sponsorship.