Sean Latham
Senior Gameplay Programmer

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I'm a senior programmer with almost six year's experience in the AAA games industry. I specialise in gameplay but have some experience in audio, UI and networking. I've used Unreal Engine 4 professionally for over four years. I'm known for working well with designers and understanding their needs, and for being quick to pick up new skills. Outside of work I enjoy writing music, baking, gaming, and travelling. Some of my home-made tinkering projects can be seen on my GitHub: `https://github.com/ipidev`

Previous Projects

Unannounced Sports Game
Jan 2021 – Present

Created in a proprietary, deterministic engine using ECS.

- Managing scalable, data-driven system that causes individual players to perform differently from each other.
- Mentoring more junior programmers and providing feedback to managers.
- Specialised tools work using C#.

Sackboy: A Big Adventure, PS4/PS5
Feb 2019 – Jan 2021

Cutesy 3D platformer supporting four-player local and/or online co-op, made in UE4.

- Created flexible system that synchronised objects/geometry to pop music, including over the network.
- Worked on strike team investigating and experimenting with prototype next-gen features/hardware.
- Developed designer prototypes into fully animating, networked and performant level objects.

Crackdown 3, Xbox One/PC
Aug 2016 – Feb 2019

Open-world action platformer/shooter with two-player online co-op, built with UE4.

- Formed strike team with designer to implement map-wide reinforcements manager that worked on any terrain.
- Created generalised side-missions system; used for foot/car time attacks but had potential for DLC extension.
- Implemented collectibles backend that scaled to ~1500 items per player.
- Assisted in building optimisation tools for designer blueprints.
- Also worked on weapons, minimap, and cutscene features.

Employment

Sumo Digital Ltd.
Aug 2016 – Present

Programmer, promoted to Senior Programmer in October 2021.

Education

University of Derby
2012 – 2016

BSc Computer Games Programming, 1st. Included placement year at Sumo Digital Ltd.

Skills

- Proficient in C++, UE4.
- Adept at C#, HTML/CSS, JavaScript.
- Quick learner, enjoys tinkering.

Favourite Games

- Overwatch (2016)
- Trackmania (2020)
- The Binding of Isaac: Rebirth (2014)