CONOR KIRKBY

PROGRAMMER

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SUMMARY

Programmer trained in both Unreal Engine and Unity, and I can work comfortably across each area of expertise. I have developed a keen eye for optimization, using profiling and debugging tools to identify and resolve CPU bottlenecks. With industry experience, I bring a professional approach to every project I work on.

WORK EXPERIENCE

Purr Point Productions │ Programmer, Lead Programmer   **Sept 2024 - Sept 2025**

- Developed, modified and worked on more then 30+ player abilities.
- Modified 8 existing AI and crafted then implemented 4 new AI. Both enemy and friendly including a boss type actor.
- Modified, developed and implemented various systems both front and backend. Game managers, AI, animation, UI, gameplay etc... working with the designers and lead programmer to smoothly further the project.
- Identified several areas of the project that were causing performance issues and devised then implemented methods to resolve this. Increasing fps and cpu usage, and providing smoother gameplay on the steamdeck also.
- Managed source control using Github for the project.

EDUCATION

Bachelor's Degree in Computer Science (Hons) - 1st   **Sep 2022- Aug 2024**
SAE Institute │ London

- Fundamentals of game programming, Unreal, Unity.
- Worked in various groups across multiple disciplines.
- Produced 7 projects of increasing quality.

PROJECTS

Cat-A-Strophic │ Portfolio Link   **Sept 2024 - Sept 2025**
Purr Point Productions

- UK Goverment Funded.
- Participated in the Tranzfuser & Dundev programmes.
  - Steam
  - Itch.io

SKILLS

- **Programming Languages:** C++, C#, Unreal Blueprints, Java, Python, HTML, CSS.
- **Development Skills:** AI, Gameplay, Animation, UI, Systems, Optimisation, Debugging.
- **Project Management:** Jira, Trello, Google Docs, Sheets.
- **Source Control:** Git, Gitbub, Gitkraken, Rider.
- **Engines:** Unreal Engine, Unity.