Neil Koo
Video Game Programmer

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EXPERIENCE

Invoke Studios
Senior Gameplay Programmer   **November 2022 – Present**
Gameplay Programmer   **August 2019 – November 2022**
- Developed, shipped and supported *Dungeons & Dragons: Dark Alliance*
- Worked with designers to develop the AI, progression and level ingredients for the major boss fights in *Dungeons & Dragons: Dark Alliance* including *Hagedorn*, *Icewind* and *Lich*
- Developed core AI aggro functionality and behaviours utilizing Goal Oriented Action Planning (GOAP)
- Created skill tree functionality by integrating a scalable system and accompanying UI
- Created and maintained an extensible gameplay debugger that interfaced with our gameplay systems
- Debugged major game breaking issues that included unresponsive and rubberbanding enemies

LuckyHammers
Programmer   **December 2017 – July 2019**
- Worked with our client *Asmodee* to develop, ship and support *Terraforming Mars*
- Developed features, debugged and tested issues for the PC and Mobile games *Carcassonne* and *Onitama* written in C# on Unity engine
- Was the primary debugger brought onto different projects to resolve major bugs

Compulsion Games
Programmer   **September 2017 – November 2017**
- Worked with designers and programmers to plan and implement features into the game *We Happy Few*, developed with C++ and Blueprints on Unreal Engine 4

Hibernum Créations
Game Developer   **September 2016 – August 2017**
- Worked directly with our client *Scopely* to develop features while under tight time constraints for the mobile games *Dice With Buddies, Yahtzee* and *Dice With Ellen* written in C# on Unity engine
- Advanced to the Production Tools team to focus on the development of a confidential tool
- Maintained the build pipeline written in Python

Skopworks Inc.
Programmer   **December 2011 – July 2015**
- Developed and maintained the in-house game engine *2LoC,* implementing features such as Box2D physics and touch input
- Ported *2LoC* engine to iOS with platform-specific code written in Objective C++
- Worked with designers to build base implementations of games with the *2LoC* engine that enabled designers to quickly add and update content

TECHNICAL EXPERIENCE

Languages: C++ (9.5 years), C# (3.5 years), Objective-C (3 years), Blueprints (2.5 years), C, Python, Visual Basic
APIs and Libraries: OpenGL, Box2D, OpenAL, Flurry Analytics, Chartboost, Facebook, Parse
Software: Visual Studio, Xcode, Unity, Unreal Engine, Git, Mercurial, Perforce, JIRA, CMake

EDUCATION

University of Ontario Institute of Technology
Bachelor of Information Technology (Honours)   **2008 – 2012**
- Specialization in Game Development and Entrepreneurship
- Graduated with Distinction