

Neil Sveri

Game Programmer and Designer

NYC

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EXPERIENCE

DreamSail Games, NYC— *Co-Founder, Programmer, Designer*

January 2015 - December 2017

Studio Mercato, NYC— *Co-Founder, Programmer*

April 2013 - January 2015

PROJECTS

The Iota Project — *Programmer*

DreamSail Games - 2017

Immersive VR mech piloting game for the HTC Vive and Oculus Rift.

The game was developed in the Unreal Engine, primarily using C++. On a small team, I designed/developed two prototypes for the project, one in Unity and one in Unreal. During prototyping, I was responsible for producing quick MVP gameplay from design goals. In production, I focused on gameplay programming, most notably developing the IK Arm Control mechanic, one of the game's core systems.. I also worked closely with Art/Audio teams to implement and adjust assets, as well as working with Design to prototype experimental features like VR foot tracking and physical controls.

Blade Ballet — *Design Lead, Programmer*

DreamSail Games - 2016

Online and Local Multiplayer brawler game for PC and PS4.

I developed the original prototype and was given the opportunity to be lead designer on the production version. Blade Ballet was built in C# using the Unity Engine. As a designer, I wrote the initial design docs and developed documentation for overall gameplay, spanning from characters/levels to higher level multiplayer architecture and UI flow. As a programmer, I implemented character design, level mechanics, game modes, and UI, while also working on graphics, developer tools, networking, and more. I notably worked on the Steam API implementation and even a VR prototype. We also passed the Sony Certification process and worked closely with QA/CRT testers..

Wind Rush — *Designer, Programmer*

DreamSail Games - 2015 (Unreleased)

Online Multiplayer flight racing game where players could design their ship.

Built in C# with the Unity engine. I worked on designing and programming flight control and physics, as well as gameplay mechanics like maglev grinding and swapping plane parts. I also worked with the art time to implement 3D assets and animations, including building the animation graphs for our planes and building particle systems.

OTHER PROJECTS / EXPERIMENTAL

Nika Digital — Programmer

Studio Mercato - 2013

Digital version of the tabletop boardgame Nika. Developed in HTML5 using Javascript. Ported to Mobile platforms using Cocoon.js. Implemented piece movement and interactions, prototyped AI and Online Multiplayer.

Don't Fk Up — Programmer**

Studio Mercato - 2013

2-8 player local multiplayer game for a proprietary interactive table screen, where players must keep a ball out of their goal zone.. Developed in Unity C#. I worked on gameplay programming.

Play to Stay In Range — Programmer

Kleebtronics (freelance) - 2017

Freelance installation game that uses the wii balance board, where the player must keep moving bars from leaving a range using a bouncing ball. Developed in Unity C#. Was installed at multiple expos by the client.

Super Sharp Birds — Developer

Personal - 2017 (In-Development)

2 player, one button local multiplayer game under development in Unity C#. Developed with arcade gameplay in mind, currently installed in a Death By Audio Arcade cabinet.

Fantastic Keyboard Party — Developer

Studio Mercato - 2017

A typing game made in 3 days to a release on itch.io. The player must type 100 words without making a mistake. I've never beaten it before. Developed in Unity C#, was a personal challenge to develop a simple, yet aesthetically appealing game to completion.

SKILLS

Engines: Unity Engine, Unreal Engine 4, LÖVE, HTML5 Canvas

Lang.: C#, C++, Python, JavaScript (Browser/Node.JS), Lua, Java, Perl

Proficiencies: Gameplay, Prototyping, R&D, VR / AR Development, Shaders, Web Development

EDUCATION

Commack High School - 2012 - Diploma

BMCC, Computer Science - 2014 - Partial Progress (Hired professionally before completion)