

Stuart Fraser

Current Virtual Arts
Education University of Teesside
Website felix-of-mars.com

Summary

I have 15 years software development experience and worked with a number of start-up studios, large corporations, and independent developers, in both large and small teams in-house and remotely. I have gained a wide experience of designing and testing software and working with innovative technology such as next-gen consoles, mobile devices, VR, and augmented reality and have delivered projects from concept to full release.

Work history

Virtual Arts (Cambridge)

Content Programmer June 2018 - Current

Developer at a start-up founded in 2017, who specialise in VR/AR games for mobile. As one of the second-wave of founders, I worked to guide and align areas such as the structure and process for project management and QA within the studio. The base role was to develop new games/experiences using Unity and C#.

Cambridge Regional College (Cambridge)

Games Development Lecturer Oct 2016 - June 2018

Mentored students in programming their own games using UE4 and Unity. The course taught them to develop their own games and covered a broad angle of development skills. The expectation of them releasing a full title at E3 under the Rizing Games publishing banner.

Geomerics/ ARM LTD (Cambridge)

Senior QA Engineer Nov 2011 - Oct 2016

Creation and maintenance of documentation related to our testing procedures, quality standards, QA policies etc. Working alongside the developers to make sure new features are understood and tests are created as these are developed. Running and supporting the automated testing utilizing Python, LUA, and image recognition software.

Four Door Lemon (Bradford)

Technical Designer April 2011 - Oct 2011

Hired to advise on the development of projects from a technical design perspective. Developed a PlayStation Vita augmented reality game and coordinated the production of art

assets through external outsourcers, created interface wireframe/mock-ups, design documentation and prototyping game concepts.

Frontier Developments (Cambridge)

Designer Jan 2003 - Jan 2011

Communicating of the design vision to artists, programmers, and others involved in the development process. Creation of technical documentation for the internal toolsets such as game editors and created design documentation & level designs for various titles.

Qualifications

Teesside University (Middlesbrough)

BA (Hons) Creative Visualisation 2.2

A broad education in the creative use of computer graphics technology, the course focused around creative digital imaging, post-production, and film editing and character animation.

HND in Visualisation

Course content covered both Graphics Programming in C++ and graphical mathematics for engine programming.

Projects (Released)

LightStream AR – Augmented Reality futuristic racing game.

Enlighten - 3rd party games lighting featured in UE4, Unity 5, Frostbite and games titles.

Table Soccer/Football – AR titles featured in the launch of the PS Vita.

Thrillville & Thrillville 2: Off the rails

RollerCoaster Tycoon 2/3

Projects (Other)

The Outsider – An open world action game similar to GTA, Mafia and WatchDogs.

BigFest – Released via another developer, the core design remains similar to the pitch.