

Cinder Foster-Smith

Games Programmer

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PERSONAL SUMMARY

I'm a generalist programmer and digital creative with industry experience, both small and large scale. My skills lie primarily in UI design and implementation, but I've touched on anything from low-level networking and engine code to shader optimisation and tooling. I became invested in games as I think they're an unmatched means of artistic expression, and I'm always interesting in seeing ways in which boundaries can be pushed.

EDUCATION

Bachelor of Science <i>Computer Games Programming</i> University of Derby	Aug. 2017 – July 2022 Derby, Derbyshire
A Levels <i>Physics (C), Mathematics (B), Further Mathematics (D)</i> Franklin College	Aug. 2015 – July 2017 Grimsby, Lincolnshire
GCSEs <i>15 GCSEs, all A* – C</i> Healing School: A Science Academy	Aug. 2011 – July 2015 Healing, Lincolnshire

WORK EXPERIENCE

Freelance Games Programmer (Remote Freelance Work)	October 2020 – December 2020 Derby, Derbyshire
<ul style="list-style-type: none">Designed & implemented UI for <i>Squingle</i>, a VR puzzle game, while liasing with a fully remote development team.Iterated a lot to apply traditional UI knowledge to a 3D VR space.	
Placement Programmer Team17 Digital Ltd.	August 2019 – August 2020 Wakefield, Yorkshire
<ul style="list-style-type: none">Worked on <i>The Survivalists</i> during its main production phase.Responsible for creating & maintaining many systems, including character customisation, emotes, toasts, and context dependent audio.Responsible for bugfixes throughout the game, involving issues from save serialization to networking.Maintained efficiency after transitioning to remote work in March 2020.	
Junior Designer (Part Time) Anspear	December 2015 – July 2019 Cambridge, Cambridgeshire
<ul style="list-style-type: none">Full-stack web development, responsible for creating and maintaining responsive websites for both clients and internal use.Worked remotely, liasing with the technical and editorial teams.Created custom tooling to facilitate a high speed content management pipeline.	

GAME CREDITS

Squingle | *UI Programmer & Designer*: A psychedelic VR puzzle game with rhythm elements.
The Survivalists | *Programmer*: A multiplayer, multi-platform co-op survival game with monkeys.
Gitch | *Programmer*: A relaxing mobile puzzle game featuring rearrangeable rotating cubes.

GAME JAMS

I have taken part in 5 game jams, and plan on continuing to do so on an annual basis. I think game jams are incredibly important as they allow me to experiment and create in a safe and encouraging environment, while also providing the opportunity to work collaboratively with new people.

My favorite jam I've been a part of is GMTK Jam 2020, where our game, *stopn't*, was ranked 64th out of 5397 entries for its UI polish and visual flair.

All the jam games I have worked on are available on my itch.io page, cyndrdev.itch.io.

SKILLS

Languages: English (Native), French (C1)

Programming: C# (Unity & .NET), C++, HTML & CSS, Rust, Python, GLSL / CG Shaders, 6502 Assembly

Software: Git, Perforce, FMOD, Trello, Redmine, Affinity Designer, GIMP

COMMUNITY INVOLVEMENT

LGBT17

August 2019 – August 2020

- Helped organise & took part in fundraising efforts, including participating in a charity livestream that raised over £1200 for Mermaids, a Leeds-based charity that helps gender-diverse children and young people.

Game Dev 101

January 2019 – June 2019

- Helped organise & moderate a welcoming and inclusive Discord community of over 5000 members, where beginner game developers can get help with problems they encounter.

INTERESTS

Music: I regularly attend concerts and other live music events. I also play B♭ cornet and piano, and am qualified in music theory.

Tabletop RPGs: I regularly play & host several tabletop RPG groups, as both a player and dungeon master.

Linguistics: I enjoy creating constructed languages for fantasy worlds.

REFERENCES

References available on request.