

BEN BARTON

GAME DEVELOPER AND SOFTWARE ENGINEER

Professional software engineer and game developer with over 13 years' experience. Specializing in **full-cycle development**, **multiplayer networking** and **procedural generation**. Demonstrated capability to execute high-value projects on aggressive timelines and lead technical teams within both synchronous and asynchronous structures.

WORK EXPERIENCE

- BLAKOUT / Contract Game Dev & Consultant

Dec 2012 – Present

Various · Remote · Contract

Professional contract and consultancy services, supporting game development companies and software companies incorporating gamification.

- Remote and on-site, worldwide.

Unity, Unreal, C#, C++, GIT, Plastic, XR, Networking
- Mimesis Studios / Co-Founder, Director

Jul 2020 – Present

United Kingdom · Remote

Overseeing development projects, technical infrastructure, and quality control.

- Overseeing development projects, technical infrastructure and quality.
 - Staff management and growth.
 - Business development, client onboarding and liasing.
 - Owned and delivered over 20 client projects, spanning games, apps, and XR experiences.

Unity, C#, Node.js, GIT, Objective-C, Xcode, Java, Android Studio
- Internet Game / Developer & Lead Developer

June 2024 – July 2025

United States · Remote · Contract

- Led the migration from FishNet to Photon Quantum multiplayer networking.
 - Sole development of the Jungle Run and Battle Karts Photon Quantum multiplayer Games on the Internet Game platform.
 - Built and implemented a shared cosmetics systems, allowing all games on the platform to stream content from a single location. Reduced game build size and load time on the platform by up to 50%.
 - Implemented spectator support for all games across different networking frameworks.
 - Maintained library of over 28 live op projects.
 - Managed technical integration of the Internet Game platform into Roam Game room.

Unity, C#, GIT, Addressables, Photon Quantum, FishNet
- Branch / Senior Unity Engineer

April 2024 – May 2024

United States · Remote · Short-Term Contract

- Implemented Vivox voice chat with FMOD passthrough into the Castaways mobile game.

Unity, C#, GIT, Vivox, FMOD

 FULL WORK HISTORY

 VIEW PORTFOLIO

CONTACT

-  United Kingdom
-  +44 7426 877 672
-  ben@blakout.co.uk
-  blakout.co.uk

SKILLS

C#, JavaScript, TypeScript, C++, Objective-C, Java, HTML, CSS, SQL (MySQL), LINQ, jQuery, JSON, XML, Pug (Jade), PHP, LUA, Python

Unity, Unreal, Visual Studio, Visual Studio Code, Xcode, Android Studio, Sourcetree, Git, Plastic SCM, SVN, Maya, Blender, SketchUp, Photoshop, XD, Illustrator, Figma, Asana, Notion, Apple Connect, Google Play Console, Height, Linear

Photon Quantum, FishNet, Netcode, UNET, SpatialOS, PlayFab, Multiplayer Networking, Network Prediction, ECS Architectures, VR/AR/XR (HoloLens, HTC VIVE, Oculus, Gear VR, OpenVR, WMR, Leap, Geomagic), AWS (Cognito), Azure, iOS/Android Dev, IAP Integration, Steam Publishing, Software Asset Recovery, HDRP, URP, Shader Graph, Node.js, Express.js, Three.js, Babylon.js, Auth0, Mecanim, ML-Agents

BEN BARTON

GAME DEVELOPER AND SOFTWARE ENGINEER

WORK EXPERIENCE (CONT.)

○ Nanoverse HQ / Game Dev Lead Jan 2022 – Nov 2023

Dubai & Malaysia · Remote · Contract

- Developed the Kumiho AI app, Nanoverse VTuber Application, Kumiho Outfit Changer Application and Nano Rabbot AI VTuber.
- Coordinated and managed art pipelines and requirements with external studios.
- Technical art and design implementation.

Unity, C#, GIT, AWS, Addressables

○ Orion Games / Developer / Consultant Nov 2020 – Jan 2021

United States · Remote · Contract

- Gameplay systems development for the Arto PC game.

Unity, C#, GIT

○ Holy Fire Games Studio / CTO Feb 2019 – Apr 2020

United States & United Kingdom · Hybrid · Contract

- Establishing and maintaining technical infrastructure over 13 projects.
- Coordinating technical projects.
- Running and overseeing of HR and office operations.
- Isolated RAD prototyping of new prospective projects (R&D).
- Supporting active development of key projects, including Gazpo and the Gazpo SDK.

Unity, C#, Plastic, PUN, ECS

○ Holy Fire Games / Lead Developer Apr 2018 – Feb 2019

United States · Remote · Contract

- Created core systems and development tools for Day of the Infected.
- Curated development objectives and sprints for development team.
- Supported development and art teams.

Unity, C#, SpatialOS, GIT, UNET, PUN

○ Figment Productions / Developer Jan 2017 – Mar 2018

United Kingdom · Hybrid · Contract

- Developed a number of VR projects, covering corporate VR experiences, medical simulations, and home renovation sale tools.
- Showcased developed projects at client investor events, including trips to Scotland, Gleneagles and Amsterdam.

Unity, Unreal, C#, C++, Blueprint, HoloLens, VIVE, Oculus, WMR, GIT

○ [View my full work history on LinkedIn](#)

EDUCATION

Bachelor of Science (BSc), Software Engineering

Bournemouth University

2015 – 2016

Associate's degree, Computer Science

Bournemouth University

2012 – 2014

EDI Level 3 Diploma, ICT Professional Competence (PROCOM), Computer Science

Bournemouth and Poole College

2011 – 2012