Ian Hudson

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Personal Profile

I am a software engineer currently working at Assemble Technology.

I strive to improve my technical skills as well as my interpersonal skills. With the goal of improving myself, but also the people around me.

I am focused on learning and improving as well as bringing a happy atmosphere wherever I work.

Technical Skills

Knowledge in

- C++,
- C#,
- GLSL/HLSL,
- Vulkan/DX12

IT skills covering a range of software and version control

- Git,
- Perforce,
- Unity Engine,
- Unreal Engine,

- Visual studio 2019/2022,
- Jira,
- Confluence,
- Azure Dev-ops,
- PIX/Razor/Render Doc

Professional Experience

Assemble Technology – Programmer   2024 – 2025

Working with clients in multiple different areas such as audio, UI, engine and performance with UE5 and proprietary engines.

Unity Technologies – Software Engineer   2022 – 2024

While at Unity Technologies I have been within the Platform team working on Unity features/services for PlayStation 5.

Playground Games - Engine/System Engineer   2022 – 2022

While at Playground Games I worked within the system's team working on the Forza Tech Engine on low level systems such as resource loading and with the DCC system to support other team's needs.

Sumo Digital (Nottingham) - Programmer   2021 – 2022

While being at Sumo Digital Nottingham, I have contributed to porting Forza Horizon 4 to Steam. I was involved in porting network code from the UWP platform to Win64. I also solely worked on implementing steering wheel controls with Direct Input. I also worked on Forza Horizon 5 steam port.

Sumo Digital (Nottingham) - Junior Programmer   2020 – 2021

Sumo Digital (Leamington) - Junior Programmer   2019 – 2020

Throughout my time at Sumo Digital Leamington, I have had the opportunity to learn and develop my skills. I have been given responsibilities of developing and maintaining core systems used by the whole development team as well as collaborating with other disciplines on gameplay features and tools.

Education and Qualifications

University of Gloucestershire

Computer Games Programming (BSc Hons)- Achieved Grade 1:1 (Frist)   2015 – 2019

Abingdon and Witney College   2013 - 2015

BTEC level 3 Information and Technology Extended Diploma   DDM

Larkmead School   2010 – 2013

6 GCSE's Grade C and above including a B in Math

Relevant Experience

University of Gloucestershire - Research Placement   2017 – 2018

University of Gloucestershire - Assisting in Level 4 (First Year) Module   2018 - 2019

My key responsibilities in this role included assisting students in their assessed tutorials and module projects in C++. I communicatee concisely towards the students, so they were able to understand what the code is doing and offer help and advice when requested or needed.

Brain's Eden – Competed in Brain's Eden Games Jam   2018 & 2019

I partook in Brain's Eden 2018 & 2019 where I was in a team of 5 using the Unreal Game Engine/Unity. I learnt the importance of cutting features and regular small meetings to keep track of the development of the project as well as consistent play testing to ensure the game was enjoyable to play.

Additional Experience

University of Gloucestershire – Open/Applicant Day Helper   2017 – 2019

Homebase - Part time member of the replenishment team   2013 – 2015

Low and Oliver – Shadowing an Electrician   2010 – 2010

Hobbies/Interests

Shotokan Karate

I have done karate for over 8 years and have reached the grade of Nidan (2nd Dan black belt). This required a high level of dedication and motivation to be able to reach 2nd Dan. I have gained discipline and team leader skills from this.

Badminton

Since the second year of university, I have attended weekly recreational badminton sessions. Through these sessions I have met a wide range of people. I have developed my confidence in talking to new people.