

SHANE O'MALLEY

Gameplay Programmer

CONTACT

Email: shane.omalley2@gmail.com

Website/Portfolio: omalleyshane.com

Phone: +353 85 175 1964

EXPERIENCE

Romero Games (2019-2025)

Empire of Sin (Launched 2020):

- ❖ Gameplay Programming
- ❖ UI Programming

Unannounced Unreal Engine Shooter:

- ❖ Gameplay Programming

Demonware (2018)

8 months internship:

- ❖ Python webservice programming

EDUCATION

BSc in Computer Games Development

University of Limerick (2015-2019)

QCA: 3.75 / 4.00 Overall

LANGUAGES

C++, C#, Lua, Unreal Blueprints

REFERENCES

John Romero - Romero Games President

john@romerogames.com

Brenda Romero - Romero Games CEO

brenda@romerogames.com

Ronan Pearce - Lead Programmer

ronan@romerogames.com

Keith O'Connor - Romero Games CTO

keith@romerogames.com

SUMMARY

Self-taught gameplay programmer since the age of 15, with 6+ years of industry experience. Experience in developing for all major current and previous gen consoles in Unreal Engine and Unity, with a shipped game under my belt in Empire of Sin (2020). Passionate about tactile and responsive gameplay.

SKILLS

UNREAL ENGINE

- In-depth knowledge of Unreal Engine's Gameplay Ability System (GAS) framework
- Knowledge of Unreal Engine's asset management pipeline
- Ability to step into engine source to gain deeper understanding of Unreal Engine's features, and make source changes when absolutely necessary

NETWORKED GAMEPLAY

- Experience in implementing predicted player movement, predicted player abilities and latency-free client-side proxies for server-authoritative autonomous entities

GAME PROTOTYPING

- Was part of a small team which created an original prototype that secured funding from a major publisher for Romero Games' latest project

PHYSICS SYSTEMS

- As a personal project, implemented a rigid-body physics simulation from scratch including contact manifold generation, sequential impulse contact resolution, settling boxes, broad phase collision pass, friction, restitution and more. The project can be found [on my website](#)

TOOLING

- Implemented a hot-reloadable game config system that reads from CSV files using Unreal Engine's data registry and meta data registry source features

PERFORMANCE AND OPTIMIZATION

- Experience with performance capture tools like Unreal Insights and the Unity Profiler to identify and eliminate performance bottlenecks on PC and console

COLLABORATION

- Ability to communicate clearly with designers, artists, production and QA for cross-disciplinary tasks
- Writing technical documentation for game features