Neil Sveri

Programmer and Designer

NYC
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Portfolio: www.neilsveri.com **- Most of my public work is available here, with links and more verbose descriptions.**

EXPERIENCE

Polygon Labs, NYC— Software Engineer

September 2020 - Present

People Can Fly, NYC— *Technical Designer*

May 2019 - September 2020

Defiant Studios, NYC— *Technical Designer*

January 2018 - May 2019

DreamSail Games, NYC— *Co-Founder, Programmer, Designer*

January 2015 - December 2017

Studio Mercato, NYC— *Co-Founder, Programmer*

April 2013 - January 2015

PROJECTS

Outriders — *Technical Designer*
People Can Fly - 2020
People Can Fly's next-generation IP, a shooter in the vein of Gears of War and Destiny.

I worked in many different capacities to help finish and ship content for end-game and DLC content. From programming gameplay setups to laying out and designing encounters and levels, I did anything and everything needed to complete our assigned content for tight deadlines. Our content was so successful internally that our team was assigned additional content from other teams in order to bring them to a higher standard.

Sequel to Lords of the Fallen — *Technical Designer*
Defiant Studios - 2019 (Canceled)
A sequel to the early action RPG from CI Games/Deck 13.

I was involved in the concepting stage, writing design documents for Enemies, Equipment, UI, and other systems, as well as analyzing the original game's successes and failures. Across the prototype/pre-production stages I implemented core systems like damage, stamina, magic, inventory, items, status effects, UI, interaction, and more. My generalist skill set was valuable in providing quick answers to design questions and providing initial implementations of important gameplay systems. In production, I continued providing generalist support, while also owning all of the UI systems in the game, as well as creating a workflow for "prefabs", which were blueprints

that allowed artists to convert their props into game-ready assets. Used C++ and Blueprints.

LA Noire: The VR Case Files — *Programmer*
Defiant Studios (For Rockstar Games) - 2018

Assistance for the VR port of LA Noire.

I was brought on to work on improving the subtitle system for VR, in C++ , implementing solutions such as anchored world space positions and loose head tracking to allow the subtitles to follow the player view without being stuck to their face. I also worked on recovering the font building pipeline from the original game to allow for asset updates, which included updating the engine to allow for Chinese translations and fonts. I built a set of batch scripts to allow for a bitmap font to be generated from any text file of characters.

Greed's Good — *Technical Designer*
Defiant Studios - 2018

Technical Demo for Genvid that involved betting on AI characters in a "Running Man" style gauntlet.

I converted our original prototype into a demo-style experience. Re-using assets from the prototype, I built a closed circuit track for the AI to race on. I also updated the camera system to allow for multiple view methods from the spectator, including a follow cam, top-down view, and enemy camera. Along with another programmer, I helped implement the Genvid API hooks into our gameplay and added special spectator interactions.Used C++ and Blueprints.

The Iota Project — *Programmer*
DreamSail Games - 2017

Immersive VR mech piloting game for the HTC Vive and Oculus Rift.

The game was developed in the Unreal Engine, primarily using C++. On a small team, I designed/developed two prototypes for the project, one in Unity and one in Unreal. During prototyping, I was responsible for producing quick MVP gameplay from design goals. In production, I focused on gameplay programming, most notably developing the IK Arm Control mechanic, one of the game's core systems.. I also worked closely with Art/Audio teams to implement and adjust assets, as well as working with Design to prototype experimental features like VR foot tracking and physical controls.

Blade Ballet — Design Lead, Programmer
DreamSail Games - 2016

Online and Local Multiplayer brawler game for PC and PS4.

I developed the original prototype and was given the opportunity to be lead designer on the production version. Blade Ballet was built in C# using the Unity Engine. As a designer, I wrote the initial design docs and developed documentation for overall gameplay, spanning from characters/levels to higher level multiplayer architecture and UI flow. As a programmer, I implemented character design, level mechanics, game modes, and UI, while also working on graphics, developer tools, networking, and more. I notably worked on the Steam API implementation and even a VR prototype. We also passed the Sony Certification process and worked closely with QA/CRT testers.

SKILLS

Engines: Unreal Engine 4 (Certified), Unity Engine

Lang.: C++, C#, JavaScript (Browser/Node.JS), Lua, Python

Proficiencies: Gameplay, Systems, UI, Prototyping, R&D, VR, Shaders, Web Development