

# BEN BARTON

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

Freelance Senior Game Developer, Lead, Programmer

## PROFESSIONAL SUMMARY

Senior Software Engineer & Game Developer with over 13 years' experience. Specializing in **end-to-end development and delivery, multiplayer networking, and technical infrastructure**. I provide in and out-of-house development services, with a demonstrated capability to execute high-value projects on aggressive timelines. Includes a strong background in leadership roles, infrastructure implementation, and VR/AR/XR development.

## CORE COMPETENCIES

**DEVELOPMENT:** Unity, C#, Photon Quantum, FishNet, JavaScript, TypeScript, Objective-C, Java, ECS

**KNOWLEDGE:** VR/AR/XR, Networking, Git, Xcode, Android Studio, AWS, Publishing, Technical Art

(Full list available on LinkedIn)

## PROFESSIONAL EXPERIENCE

### Developer / Lead Developer *Internet Game*

June 2024 – July 2025

Remote, USA

- Built a multiplayer physics-based obstacle course game (think Fall Guys) in 4 weeks.
- Led the migration from FishNet to Photon Quantum, improving scalability, performance and network physics capabilities on short-cycle projects.
- Refactored two live titles from FishNet to Photon Quantum within a 6-week deadline.
- Oversaw technical integration of the platform into Roam Gameroom, coordinating with the back-end team and client to resolve critical bugs and user feedback.

**TECH STACK:** Unity, C#, Git, Photon Quantum.

### Game Dev Lead *Nanoverse HQ*

Jan 2022 – Nov 2023

Remote, Dubai & Malaysia

- Developed visual, lighting, and capture tooling for Phase 2 NFTs, directly contributing to a portfolio worth over \$16m.
- Managed frontend development for Kumiho AI.
- Designed and built the Kumiho Outfit Changer marketing tool in 1 week.
- Solely developed the Nanoverse VTuber application in 2 weeks.
- Automated CI/CD installer build pipelines for macOS and Windows, and coordinated outsourced art studios.

**TECH STACK:** Unity, C#, Git, AWS, Addressables.

### Co-Founder, Director *Mimesis Studios*

Jul 2020 – Present

Remote, UK

- Completed 6 client projects within the first 6 months of operation.
- Supervised studio operations including staff, contractors, legal contracts, and client onboarding.
- Established technical infrastructure including cloud services, licensing, and CI/CD build pipelines for internal and external projects.

**TECH STACK:** Unity, C#, Node.js, Git, Objective-C, Xcode, Java, Android Studio.

## CTO *Holy Fire Games Studio*

Feb 2019 – Apr 2020

Hybrid, US & UK

- Oversaw the successful delivery of 13 projects over a 14-month period.
- Scaled the technical team size by 250% through strategic hiring.
- Instrumental in acquiring the UK office in Bournemouth.
- Reduced developer dependency by shifting to data-oriented, designer-friendly workflows.

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**TECH STACK:** Unity, C#, Plastic, PUN, ECS.

## Lead Developer *Holy Fire Games*

Apr 2018 – Feb 2019

Remote, US

- Shipped "Day of the Infected" Third-person survival shooter to public alpha within 6 months with a technical team of 3.
- Played a pivotal role in raising \$500,000 in pre-early access funding.
- Implemented studio-wide project management methodologies and championed technical hiring.

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**TECH STACK:** Unity, C#, SpatialOS, Git, UNET, PUN.

## Developer *Figment Productions*

Jan 2017 – Mar 2018

Hybrid, UK

- Programmed audio control systems for a VR theme park attraction serving 1.5 million customers annually.
- Released 3 VR/AR corporate sales tools for world-leading kitchen and oil clients and 2 VR medical simulations.
- Showcased products directly to investors at fundraising events in Gleneagles and Amsterdam.

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**TECH STACK:** Unity, Unreal, C#, C++, Blueprint, HoloLens, VIVE, Oculus, WMR, Git.

## Contract Developer & Consultant *Various Clients*

2014 – 2016

Remote / Contract

Provided specialist engineering services for multiple clients including **Stained Glass Llama**, **Enigma Games**, **FlipSwitch Games**, **CCL (Hertz)**, and **Newcastle Creative Media**. Executed a wide range of solutions including realistic physics systems, AI frameworks, accident simulation tools, and live project stabilization. Solved complex technical challenges such as custom serialization logic and Third-person character controllers before they were widely available.

## Freelance / Indie Developer *Independent Contractor*

2012 – 2013

Remote, UK

- Created and published 2 mobile titles for iOS and Android.
- Secured funding for 6 months of dedicated development time via freelance Unity contracts.

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**TECH STACK:** Unity, C#, Java, Objective-C.

## EDUCATION

**BSc Software Engineering** *Bournemouth University*

2015 - 2016

**Associate's Degree, Computer Science** *Bournemouth University*

2012 - 2014