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## Christopher Hopkins

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E-mail: [itfobutaow@gmail.com](mailto:itfobutaow@gmail.com) Mobile: (+44\*\*\*\*\*429

Portfolio: <https://www.chris-hopkins.co.uk/>

### Summary

An established programmer with over 7 years of experience in the games industry, on titles including Star Wars: Galactic Racer and Star Wars: Jedi Survivor..

I hold a BSc Hons in Games Technology (1<sup>st</sup> class) and I am a former military professional. I am a highly disciplined, punctual, and hard-working individual, aiming to further my career and expand upon my skills.

### Skills

- C++, Python (Minor)
- Audio Programming, including DSP
- Gameplay Programming
- Organisation & Communication
- Unreal Engine 5, including Metasound
- Wwise's Unreal integration
- Object-Oriented Programming practices

### Work History

#### **Company Director – Nakama Games(11/2025 to Present)**

- Indie (almost) solo studio venture
  - Ideation, design, programming + tech art.
  - Produced playable demo.
  - Pitched to publishers.
  - Development is ongoing.

#### **Software Engineer L3 – Fuse Games(04/2024 to 11/2025) (Remote)**

- C++ programming for UE5 and Metasound
  - Almost all audio gameplay systems
  - Custom DSP metasound nodes

#### **Audio Programmer – Straight4 Studios(07/2023 to Present) (Remote)**

- C++ programming for UE5 and Wwise
    - Wwise/Unreal Audio Integration + DSP custom plugins
    - Trackside camera audio system
  - Wwise authoring app profiling
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**Programmer – Lucid Games Ltd (08/2019 to 07/2023) Liverpool (On-Site/Remote)**

- C++/UE4 Gameplay/Audio programming
- Wwise/Unreal Audio Integration
- UE4 Tools and automation tasks
- Teamwork and client collaboration
- Wwise authoring app profiling

Additional

Projects, skills and/or notable work :

- Star Wars: Galactic Racer (Fuse Games Ltd)
    - UE5 + Metasound
      - Engine + exhaust metasound systems
      - Gameplay driven dynamic mix systems
      - “Passbys” and “Whooshes”
      - UI audio
      - Responsible for plugin integration (SweeJTech)
  - Star Wars: Jedi Survivor (Lucid Games Ltd - Outsource)
    - UE4 + Wwise Audio
      - ‘Monk’ droid dynamic audio
      - Audio team development/quality of life tools
      - Cinematics/Sequencer master tracking dialogue
      - Sequencer audio triggering in reverse playback
      - UI audio rework
  - Destruction Allstars (Lucid Games Ltd)
    - UE4 Networking
      - Podium “shouts”
    - UE4 Wwise Audio
      - Vehicle Audio
      - UI Audio
      - Localisation and Subtitles system
  - Unannounced Private External Client Project (Multiplayer FPS with emphasis on realism)
    - UE4 Networking/Gameplay/Wwise Audio
      - Ballistics system with <1% disparity from real ballistics data
      - Proximity and Radio voice communication via Vivox integration
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**Guardsman in the Welsh Guards** (04/2013 to 09/2016) Pirbright, Surrey

- Infantry soldier.
- Protect the Royal Residences in London, on ceremonial duties.
- Be perfectly presentable and highly disciplined at all times.
- Physical training as part of a team every day in barracks.
- Overseas live-fire and blank-fire training exercises.

Education

**2016-2019, University of the West of England – Bristol**

**Games Technology BSc Hons**

1<sup>st</sup> class

Additional

Skills/knowledge acquired by module:

- low-level programming (C++)
  - gameplay programming (C#, Unity Engine, c++, Unreal engine)
  - play & games (Motivations of play, Gamification, board game development)
  - Advanced Tech (Threaded CPU Ray-tracer, deep-learning w/ python3 and Tensorflow/Keras, DirectX11).
  - Creative Tech (Evolutionary Algorithm AI 'Enemy General' for RAF training/assessment prototype)
  - Audio Visual Production (Video advert produced for fictional future business)
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