

Hamish Grigor

<https://hbgr.github.io/> | <https://www.linkedin.com/in/hbgrigor/>

Generalist game programmer with a special interest in core system architecture, modular game systems, and tools development. Shipped four new titles and five major content updates to existing titles during professional career. Highly adaptable, eager to improve, and excited to collaborate.

Professional Experience

Blue Zoo Digital, Unity Developer (Feb 2024 – Present)

- **Wonderblocks World** (Unity, C# | iOS, Android)
 - Owned minigame development for initial launch. Led the development of two major content updates post release.
 - Built a modular framework for rapid creation of minigames that utilise the style of programming logic that exists within the Wonderblocks TV show.
 - Developed tooling for inspector exposed conditional statements that can be composed within the Unity editor rather than in code, allowing for greater flexibility and modularity of systems.
- **Unannounced Endless Runner Game** (Unity, C# | iOS, Android)
 - Created level editor tools within Unity that facilitated non-technical designers to set up environmental obstacles and their behaviours, and to rapidly create and iterate track sections using these obstacles.
 - Integrated in app purchasing for Google Play and the Apple App Store.
- **Numberblocks World** (Unity, C# | iOS, Android)
 - Owned development of two new minigames across two major content updates.
 - Led the development of two seasonal updates, building a generic framework for seasonal content which has also been integrated into three other games.
- **Numberblocks and Friends Stories** (Unity, C# | iOS, Android)
 - Owned the development of a new animated stories feature during a complete game overhaul update.
 - Created a sequencing system that enables complex logic sequences to be constructed within Unity's scene hierarchy using modular action objects, such as playing audio, animations and tweens, or raising events.
- **Mojo Swoptops Saves the Day** (Unity, C# | iOS, Android)
 - Created one of the three missions available at launch.
 - Built interactive world map and minimap UI with a system for linking world space and map space objects for arbitrarily sized worlds.
- **Meet Mojo Swoptops** (Unity, C# | iOS, Android)
 - Developed two of the four minigames available at launch.

Other Projects

FactoRX (Unity, C# | Web)

- A reimagining of the factory builder genre in an arcade style through the introduction of bullet hell gameplay elements, built as an individual project.
- Includes features such as a level up system, scoring system, progressive difficulty, modular machinery, and a custom audio system with object pooling.

Enchanted Garden (Unity, C# | Web)

- An Overcooked inspired action gardening game, created as part of a four person team.
- Responsible for features including a crafting system, character controller, scoring system, interactive non-player characters, adaptive music, and four levels each with unique gameplay mechanics.

Education

BSc Computer Science, First Class Honours (October 2023)

University of London with academic guidance from Goldsmith's College

Certificate of Higher Education in Social Policy (September 2019)

University of Bristol

Skills

Engines/Frameworks: Unity, MonoGame

Programming Languages: C#, Rust, C++

Other Tools: Git, Unity Cloud Services