
About Me

I am a **programmer** and **researcher** with an academic background in game development with interests focusing on the use of **Virtual Reality** technologies. My last research role involved utilising COTS (Customisable Off the Shelf) software and new technologies to create novel applications that take game technologies beyond traditional uses to be used in more serious **visualisation projects**.

Before my previous employment I completed both my undergrad (BSc Hons) in **Computer Games Technology** and my masters (MProf) in **Game Development** at the University of Abertay, Dundee.

I have previously worked as an animation software developer focussing on translating a drone show program into **Unreal Engine 4** using **blueprints** and **C++**. From there I worked as part of a small team on a **VR** video game for the **Quest 2/3**, working on **gameplay**, **physics**, **UI** and **sound**.

In my spare time I like to work on **Technical Art**, having an interest in the bridge between **programming** and **art**, practicing skills from **rigging**, **animation** and **tool writing** to the more artistic skills of **modelling** and **texturing**.

MoD (Ministry of Defence) funded research Project – 3DVisLab

Automating 3D and 2D workflows

I worked on taking existing workflows and converting them to open-source software including Blender and Krita, to create adaptable shader networks and layered image creation through python scripting.

“ShipwreckVR” – Unreal Engine 4

Co-developer, 3DVisLab & G+VERL, 2019

A Proof of concept developed in conjunction with the G+VERL lab at the University of Hertfordshire showcasing the viewing of a WW1 shipwreck (SMS Markgraf) point cloud in an explorable VR experience. This project was deployed as an interactive public exhibit at the Stromness Museum in Orkney, Scotland during the Scapa100 remembrance event in 2019, commemorating the scuttling of the German fleet.

Professional Masters in Game Development (MProf) – University of Abertay

“The Moon is Made of Cheese!” – Unity

Technical Artist/ Programmer, MProf

1/6/18 – 31/8/18

“Breaking the chain” – Unity

Programmer, MProf

1/9/17 – 22/12/17

Experience

Freelance software developer (2022~) - Remote

Lawn Mowing Simulator VR – Unity, Programmer, Skyhook Games Ltd
17/4/23 - 31/3/24

Worked as one of two primary programmers on this virtual Reality title for the Oculus Quest 2/3, contracted by Skyhook Games Ltd. I Worked on various aspects ranging from gameplay to sound and UI.

Animation software developer - Unreal Engine 4, Celestial Labs Ltd
01/5/22 - 30/11/22

This project was for the Drone show company, Celestial; in which I translated and developed their Drone show software into an Unreal Engine project. It was funded via Epic's Mega Grant scheme.

Researcher specialising in Game Development (2018 - 2022) – 3DVisLab, University of Dundee

“IVILO – an Immersive 3D Visualisation Interface for Live UAV Operation” – Unreal Engine 4
Lead Developer/programmer, 3DVisLab
1/2/20 – 31/8/20

This project was awarded by DASA – The Defence and security accelerator (funds innovation to support UK defence & security). The team was awarded funding to develop for phase 1 of Autonomy in Challenging Environments. I was the lead developer of this project, in charge of creating the networked, communal VR experience, simulating a complex, navigable environment.

Education

2017 – 2018

MProf Games Development
University of Abertay, Scotland

2013 - 2017

BSc(Hons) Computer Games Technology
University of Abertay, Scotland

Skills

C++	GIMP
C#	Krita
Python	Maya
JavaScript	Blender
	Modelling
Unreal Engine	Texturing
Unity	Rigging
	Animation
	Photogrammetry

Other:

Drone Pilot -NQE Recommendation
(Consortiq/Leaping wing 2020) & PfCo certificate
(converted to Operational Authorisation after 2020)
under umbrella of University of Dundee's Flight Unit

Info

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