
LANGUAGES AND TECHNOLOGIES

- C++; C#; JavaScript; Swift; PHP; Visual Basic;
- Unity3D; Unreal Engine; Amazon Web Services; Visual Studio; Git; Microsoft Azure;

EMPLOYMENT

Founder	GameDevNetwork	July 2017 – Present
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- Created a community of over 3500 game developers, home to indies and AAAs alike; GDN offers a platform to share, collaborate and learn from others.
- Ran a total of 5 game jams to date, resulting in over 150 individual projects being created, typically done so in groups of 4. Events feature special guest sponsors in order to enrich the jammer's experience.
- Provided hundreds of hours of software engineering support through our channels on a range of projects.

Researcher	Birmingham City University	September 2016 – June 2017
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- Conducted research into how anxiety can be treated through the use of Virtual Reality.
- Created and ran lectures on game development.
- Organised Global Game Jam event at the university with over 100 participants, ran over a 48-hour period.

Microsoft Regional Lead	Microsoft	September 2015 – August 2016
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- Hosted workshops offered to University students on C++, C# and API usage.
- Organised and operated two hackathons as well as supporting a Global Game Jam event and securing sponsorship from Microsoft. Later appointed chairman of the Microsoft SPF committee.
- Selected as one of the top 4 Microsoft Student Partners to attend the World Summit in Seattle, Washington.

Gameplay/UI Programmer	Maleficus Studios	September 2014 – June 2016
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- Crafted and implemented the core game mechanic system to write and load music notes / pre-written rifts in an easily sharable format.
- Assisted in the development of the game's concept throughout the project.
- Optimised / re-wrote legacy code for improved performance

EDUCATION

Birmingham	Birmingham City University	September 2014 – Present
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- Working with a range of engines including Irrlicht (C++), DirectX11 (C++) and Unity (C#).
- Created a game as part of my module that was advanced to the national UK Imagine Cup finals.
- Streamlined group work for many students by running support sessions on using Git.
- Explore and integrate hardware technologies into extra-curricular research projects (Cardboard VR/AR)

TECHNICAL EXPERIENCE

Projects

- **CoolDown** (2014). A procedurally generated endless running game, available on the Windows store.
- **Rock God Tycoon** (2016). A manager/guitar hero-esque hybrid game that was successfully Greenlit on Steam.
- **Dodgy Brick** (2015). A mobile app created for a University award, available in the Google Play store.
- **Dodgy Dungeon** (2016). Advancement of Dodgy Brick – developed over the course of 2 months, currently in Closed Alpha on the Google Play / App store. (Can provide access)

ADDITIONAL EXPERIENCE AND AWARDS

- **Riot Games Hackathon**: Invited to and won the Riot Games Hackathon based at their HQ in LA. 53 invited out of 2500+ applicants. Project displayed live data for games using the Riot API. Worked on the backend.
 - **Hanyang University Scholarship**: Awarded one of two academic scholarships offered by my University to study C++ / Project management at the prestigious Hanyang University in South Korea.
 - **Hackathon Organisation**: Organised two university-wide hackathons that was sponsored by Microsoft.
 - **Global Game Jam 2015**: Winner of GGJ event hosted at the university, 60+ attendees.
 - **Student Academic Partner**: Taken on as a University SAP to aid in the writing/research of an academic paper documenting the educational benefits of hackathons and the common patterns seen in winning teams.
 - **Charity Film Work**: Completed multiple charity documentary projects in free time, shown to NHS patients throughout the UK. Also awarded "golden level" patron award by Donna's Dream House.
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References available upon request

Project Links:

Please see <http://www.liamsorta.co.uk/#/portfolio> for full list of projects + award-winning hackathon projects.

Rock God Tycoon (Steam)

Details link: <https://steamcommunity.com/sharedfiles/filedetails/?id=313665751>

Dodgy Dungeon (Android/iOS)

Details link: <https://www.facebook.com/DodgyDungeon/?fref=ts>

Playable link: <https://play.google.com/store/apps/details?id=com.FireShardGames.DodgyDungeon/>
(Will require alpha access of which will be granted upon request).

CoolDown (Windows Phone / PC)

Details link: <http://www.liamsorta.co.uk/cooldown/>

Playable link: <http://www.kongregate.com/games/mageg/cooldown/>

Dodgy Brick (Android)

Details link: <http://www.liamsorta.co.uk/dodgy-brick/>

Playable link: <https://play.google.com/store/apps/details?id=com.FireShardGames.DodgyBrick/>

Fade. (PC)

Details link: <http://www.liamsorta.co.uk/fade/>

Playable link: <https://mega.co.nz/#!GsBxQDTI!KZsab2xYXGIWcPSnjP0fIgtyyapRli6o6LRxdUGyXmg>

Student RPG (PC)

Details: <http://www.liamsorta.co.uk/studentrpg/>

Source: <https://github.com/LiamSorta/Student-RPG>
