Owen Paul Alfie Monaghan, BSc Computer Games Technology

Gameplay programmer:

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Portfolio: Work | Owen Monaghan (owenmonaghan7.wixsite.com)

Profile:

I'm a hard-working and motivated Individual, with a 1:1 with Honors in Computer Games Technology. Seeking out exciting graduate and junior positions to kick start my career in the gaming industry. I thrive on being challenged and work well in team environments where I can apply my creativity and problem-solving skills, as well as learn from others to help develop fresh and innovative games.

Skills:

Game Engines: Unreal Engine | Unity

Programming: C# | Understanding of C++ | Blueprint

Platforms: PC | Mobile | VR / XR

Software & VC: GitHub, Bitbucket, Perforce | Jira + project management tools

Team working: Leadership | Professionalism| Project Management | Organisational skill

Accolades:

- **TIGA 2025** – Graduate of the year for Computer Games Technology nomination,
- **Gamebridge 2025** – Technical Excellence Winner: Starship Defenders Mixed Reality,
- **Gamebridge 2024** – People's Choice Winner: Merlin's Apprentice VR,

Projects + Experience:

Project lead: September 2024 – April 2025 | University group project - Crystal Chaos (Itch.io)

- Management, planning of a 24-person multi-discipline team from game concept to release.
- Communicate with directors and department leads to identify project goals / requirements.
- Build project, identify and fix bugs. Research new tools and techniques for project.
- Develop tools, game features and mechanics as a member of Tech department.

Oceans + Buoyancy: September 2024 – April 2025 | University project – Ocean Shader (Itch.io)

- Development of technical shader using Unreal 5 material editor and HLSL code.
- Exploring how shaders can be used in conjunction with complex game mechanics.
- Considerations to performance and optimization of shaders and gameplay mechanics.
- Research into complex mathematics and algorithmic methods for use in material shaders.

Starship Defenders MR: January 2025 – April 2025 | University project – Starship Defenders (Itch.io)

- Development of a Mixed reality game for the Meta Quest 3 using Unity, C# and Meta SDK.
- Explore and push the current boundaries and limitations of mixed reality applications.
- Utilise variety of rendering and shader techniques to create exciting mixed reality gameplay.

Student Ambassador + Digital Ambassador: September 2023 – June 2025 | Anglia Ruskin University

Volunteering: Student Representative, 2022 – 2024 | ARU Student's Union

Education:

Degree: 1:1 Computer Games Technology BSc (Hons) | Anglia Ruskin University (2022 – 2025)

A-Levels: Computer Science, Media Studies | The Bicester School 6th form (2017 -2019)