Tony Ferguson

Programmer • tonyjuniorferguson@gmail.com • @devultj

I'm a 24 year old Games Programmer, with over 5 years in the games industry. I've worked across a plethora of projects, including Apex Legends and s&box (the successor to Garry's Mod, made by Facepunch Studios).

Programming Languages: C, C++, C#, Lua, JavaScript, Python, TypeScript, Squirrel.
I'm versatile, and can learn other programming languages quickly.
Technologies: Various VCS, Unity, Unreal Engine (4+5), Source Engine, with more Software Engineering oriented tech such as Kubernetes, Node.js, Docker.

Professional Experience

Facepunch Studios Ltd   **June 2022 - Present**
Programmer
- Authoring complex engine features built from Source 2 (the engine used by Valve in Dota 2, and Half-Life: Alyx)
- Creating games using s&box - a game engine and distribution platform.
- Authoring and implementing user interfaces for s&box, and s&box games.

Lucid Games Ltd   **August 2019 - June 2022**
Programmer
- Took charge of authoring realistic character systems for an internal project.
- Worked with Respawn Entertainment on creating features in Apex Legends.
- Designed and created user interfaces for both internal projects and Apex Legends.
- Experience with Unreal Engine, Slate, Engine Plugins and authored in-house Perforce Integration Tools for UE4.

Thriving Ventures AB   **April 2017 - August 2019**
Programmer (Contractor)
- Took the lead of an open world roleplaying game project with people from across the world (remote).
- Worked with other teams internally to create a strong API for persistent and scalable game data.
- Created most of the UI present and created guidelines for the creation of new features and UI within the project.

Education

University of Bolton   **Graduated July 2019**
Bachelor of Science in Gameplay Programming, 2:1 Degree