

Tony Ferguson

Programmer • tonyjuniorferguson@gmail.com • @devultj

I'm a 26 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 engine features built from Source 2.
(made by Valve in Dota 2, Half-Life: Alyx, Deadlock)
- Creating games using our Facepunch Engine.
- Authoring and implementing user interface for s&box, and platform 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 and game systems and created guidelines for the creation of new features in the project, code guidelines, etc.

Education

University of Bolton

Graduated July 2019

Bachelor of Science in Gameplay Programming, 2:1 Degree