

LIAM NADEN

GAMES PROGRAMMING GRADUATE

CONTACT

 [linkedin.com/in/liam-naden](https://www.linkedin.com/in/liam-naden)

REFERENCES

References available on request

I have a strong interest in tools development and systems design. I am enthusiastic about problem solving and excited by the challenge of finding the most efficient, maintainable way to build features and tools that help teams create better games.

ACCOMPLISHMENTS

For all my work and projects see:

Portfolio: <https://Code-LN.dev>

GitHub: <https://github.com/SonicLiam23>

2D Game Engine

SFML – DEAR IMGUI – BOX2D – FACTORY PATTERN – JSON SERIALISATION

VR Game

XRI TOOLKIT – CUSTOM HASHING – OBJECT POOLING – AI NAVMESH

Group Project

JIRA – GITHUB – AGILE – STANDUPS – BLUEPRINT NODE CREATION

EDUCATION

BSc (Hons) Games Programming
2023 - 2026

University of Greater Manchester

Received a First-class degree

PROFESSIONAL EXPERIENCE

Administration Assistant - VolkerStevin

September 2024 - March 2025

Required precise and efficient analysis of large spreadsheets under deadlines. Time management, attention to detail, and effective communication were crucial skills for this role, ensuring large groups of data were correct. I collaborated consistently with management to gather essential information and rapidly adapt to the responsibilities of a new role. With the guidance of my team leader, using my programming skills I automated repetitive tasks in VBA, significantly reducing manual data processing time.

Teaching Assistant - St Wilfrid's Catholic Primary School

7-Day work experience in February 2022

An environment that demands organisational skills, teamwork, and leadership skills, through managing and teaching groups of students, assisting in lesson planning with the teacher and leading 1-to-1 sessions.

INTERESTS

Gaming: A lifelong passion and curiosity for games and how they work has led me to pursue games programming. Metroidvanias (Hollow Knight, Nine Sols) are among my favourites as they allow the user to explore and build up their character, with Terraria being my all-time favourite for the same reasons and the freedom to build.

Piano: Self-taught pianist with a focus on learning by ear and arrangement. Learning independently has helped me develop discipline and commitment to see challenges through to the end. I primarily play music from games which combines creativity and attention to detail.

Server Management: I operate a remote Linux server using SSH to host and maintain game servers. This has given me hands-on experience with server configuration and debugging in a live environment. I enjoy the technical challenge and learning how multiplayer games operate from a systems perspective.