Christopher Trewartha

christrewartha@gmail.com • +447523730923 • https://www.linkedin.com/in/christrewartha/

Core Strengths

- Over a decade of production experience in AAA, free-to-play mobile, and indie game development. Worked from initial concept and prototype through launch to running live operations (economy optimisation, A/B tests, sales, user acquisition and driving content updates). Managed teams in different time zones. Commissioned and directed outsource. Professional experience tracking, reporting, and building dashboards with Jira, Hansoft, Trello, YouTrack and Miro.
- Over 15 years of technical expertise in the games industry. Primarily developing in C++ on gameplay mechanics such as AI, physics, vehicle handling, combat but have also worked on networking, computer vision, and on new hardware prototypes. Professional experience with Unreal, Unity, CryEngine, GameMaker, Cocos2D, and in-house engines.
- Comfortable contributing at all levels of development, from strategic planning as part of a leadership group to fine-tuning combat balance and debugging collision code.
- Exceptional communicator, adept at conveying complex and nuanced ideas to diverse audiences.

Experience

Engineering Manager / Senior Producer – Sharkmob (Tencent)   May 2021 – November 2024

- Joined the leadership team at Tencent's flagship London office, building a new MMO
- Led a team of 18 engineers and technical designers to deliver a scalable combat experience, a generative quest system, and novel island liberation gameplay
- Sole producer in London studio while working on Exoborne. Managed development on vehicles, public events, migration to Unreal 5.0, and delivered a successful vertical slice build
- Defined milestones, tracked progress, drove productivity and maintained clear communication with stakeholders in Malmo and London
- Designed and implemented innovative sailing gameplay mechanics, creating buoyancy effects without physical simulation
- Games: Exoborne, Unannounced AAA IP

Lecturer in Game Development – Abertay University   August 2019 – April 2021

- Led modules on console engineering, augmented reality, and an "industry simulation" masters-level module, designing and delivering curriculum to align with industry standards
- Conducted research on virtual production techniques in the film industry, leveraging Unreal Engine to explore cutting-edge workflows

Product Manager / Publishing Manager – YoYo Games (Playtech)   May 2017 – May 2019

- Spearheaded development of a "Netflix-for-games" mobile and web ecosystem, managing app and tools development in Dundee while coordinating development in Russia and the USA
- Developed comprehensive financial projections, risk assessments, and acquisition strategies, ensuring informed decision-making
- Secured Playtech's approval for a game publishing initiative by presenting a compelling business case, preventing redundancies due to project cancellation
- Directed the acquisition and successful porting of a highly popular PC game to the Nintendo Switch, culminating in a successful launch on the Nintendo Store
- Games: Nuclear Throne (Switch)

Senior Producer / Midcore Lead – Outplay Entertainment   July 2013 – April 2017

- Headed up the Midcore department, setting and executing strategies to enhance financial performance
- Led a team of producers working on tower defence and multiplayer mobile games
- Managed teams delivering game updates on tight two-to-four-week release schedules, maintaining a fast-paced cadence without compromising quality
- Oversaw two projects from initial concept through launch and into live service
- Pitched new game concepts and detailed business and production plans to the board
- Games: Alien Creeps TD, Castle Creeps TD, Castle Creeps Battle, Bubble Genius, Bubble Blaze

Technical Manager – Crytek   April 2012 – May 2013

- Recruited and managed a team of 25 engineers, fostering a culture of collaboration and technical excellence
- Directly responsible for gameplay technical direction, ensuring innovative and optimized systems to deliver a polished player experience
- Managed a cross-discipline group pioneering advancements in performance capture pipelines, pushing the boundaries of game cinematics and character realism
- Games: Ryse: Son of Rome

Senior Programmer – PlayStation   June 2005 – February 2012

- Led the gameplay team on the Formula One series during a period of significant rule changes, ensuring game mechanics accurately reflected the evolving sport
- Developed and patented an innovative method of appraising dances for PS Move, built tools and provided support during dance capture
- Parachuted in to Evolution Studios to address concerns with game performance, stability, and architecture
- Engineered gameplay systems for titles across PSP, PS3, PS Vita, and PS4 platforms
- Games: F1, Wipeout Pulse & HD, Motorstorm: Pacific Rift, SingStar, DanceStar, Wonderbook

Programmer – VIS Entertainment   August 2000 – May 2005

- Developed gameplay, AI, physics, VFX, and animation systems across multiple titles
- Gained a reputation for quickly and accurately contributing to unfamiliar codebases
- Migrated toolchain from proprietary editor to Maya, replicating functionality in plugins
- Games: State of Emergency, Brave, NARC, State of Emergency 2, NTRA Breeders Cup

Other Experience

- Membership Secretary – University and College Union   2020-2021
- Board Member – Creative Dundee   2018-2021
- Supporting Artist – The Crown, Succession, Vigil   2019
- Judge and Presenter - Dare Academy   2018
- Producer – The Things We Leave Behind (Short Film)   2018

Education

- Bachelor of Laws, LLB – Open University   2017-2020
- PGDip IT (Systems) - Heriot-Watt University   1999-2000
- BSc Actuarial Maths and Statistics – Heriot-Watt University   1994-1998