CHRISTOPHER SIXSMITH

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Chris Sixsmith

Senior Game Engineer

WHO AM I?

I am a software engineer specialising in game development problems.

My employment history has primarily been high-level roles working for well-funded start-tups as an Unreal Engine programmer. My experience spans nearly a decade of working in this space.

I like to tackle large problems, and I've got lots of examples I can show of this from various projects. To fill remaining gaps in my knowledge, I am working on a custom programming language compiler written in C in my spare time.

Programming Languages:
C++, C, Rust, C# (.NET), Jai (Compiler Beta)

AI Tools:
Claude Code, Codex CLI

Version Control Systems:
Perforce (incl. UGS), Git

Project Management Tools:
JIRA, Clickup, Monday.com, Azure DevOps, Github Boards, Trello

Deep Knowledge Of:
Unreal Engine 4.8 -> 5.8 (C++ and Blueprints), Gameplay & UI Programming, Windows API, General Graphics Programming incl. Software Rendering, Game Networking, Compiler Design, Tools Programming, Procedural Generation

EXPERIENCE

2023 – 2026 **Senior Game Engineer - Splitgate 2** **1047 Games (https://www.splitgate.com/)**

I was brought onto the 1047 Games team as a result of my work on Brickadia and was part of the team that designed, architected and built Splitgate 2's The Lab, a map creator that took advantage of multiplayer transaction technology Brickadia had pioneered. I also worked on various aspects of the game including gamemodes, character movement and interactive map features like jump pads and conveyor belt surfaces. I also did porting work for PS5 and Xbox One X, Xbox Series S and Xbox Series X.

`Unreal Engine / C++ / Blueprints / C# / UGS / Visual Studio / AWS`

2020 – 2023 **Senior Unreal Engine Developer** **Surreal Events (www.surrealevents.com)**

I was brought onto the SURREAL project in 2020 to build a new version of their offering (internally named SURREAL 2) and immediately made the decision to rewrite the core netcode from scratch for the entire project. SURREAL 2 needed a custom net driver integration for Photon, ExitGames' room-based replication system, which I named SRP (Surreal Photon). It continued to power all of SURREAL's public projects for nearly 3 years.

`Unreal Engine / C++ / Blueprints / Qt / C# / Visual Studio / AWS`

2017 – Present **Founding Developer, Partner & Director - Brickadia** **Brickadia (brickadia.com)**

Brickadia began in 2017 as an independent student project and grew into a popular multiplayer building game with a large and vibrant community of creators. I am one of the founding members of the team, and jointly lead work on core game features tightly integrated with Unreal Engine, including the in-game building tools (design and implementation), new brick replication, the game's auto-updater and patch builder, the physics joints, the wire programming system, and much of the game UI. The entire game was developed and self-published part time alongside studies and other jobs. Despite being a debut release, the game has sold tens of thousands of copies.

`Unreal Engine / C++ / Blueprints / Qt / Visual Studio / Windows / Linux`

EDUCATION

2019 – 2020 **Master's Degree - Computer Science** **Lancaster University**

Achieved Distinction. Self-selected study focus on visual programming tools, languages, & compiler infrastructure.

2017 – 2019 **Bachelor's Degree - Computer Science** **Lancaster University**

Achieved First Class Honours. Third year personal project and thesis scored the highest in the year.