REGILIO HENRY

Software Engineer

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SUMMARY

Games programmer based in the UK, leveraging 4 years of professional experience as a software engineer in AAA games. Having worked in teams on shipped games, shipping new content and contributing to projects from prototype to production in Unreal Engine 4 and 5.

EXPERIENCE

RARE - Software Engineer
2022-2025

My work as a software engineer focused on continued growth of my skills, working on a range of things collaborating closely with an interdisciplinary team, from implementing UI, Sound animation etc. With a primary focus on the gameplay side of things working closely with designers and producers.

Sea of Thieves *C++ • UE4 • Perforce • Azure DevOps • TeamCity*

- Served as the sole engineer for the *Who Killed Demarco* content release and supported designers by promptly resolving blockers. Such work included writing comprehensive reports analysing potential memory and performance impact on the game's islands helping the team target and identify key optimization areas.
- Worked on the *Sea of Thieves: Monkey Island (The Journey to Mêlée Island and The Lair of LeChuck)* content release in collaboration with Lucasfilm and worked with designers and producers. This work consisted of extending existing systems to suit design needs, investigating feasibility and implementing an extension to our AI navigation system, fixing bugs post content release and building puzzles using blueprints.
- Engaged in building the engineering team by interviewing internship candidates and providing input to strengthen our team.

Everwild (Cancelled Project) *C++ • UE5 • Perforce • Azure DevOps • TeamCity • Confluence*

- Investigated requirements and leveraged existing systems to rapidly implement a functional dialogue system, minimizing development time and unblocking the design team.
- Worked closely with UI engineers to implemented first bits of *Coherent* UI on the gameplay side for systems such as such as dialogue, character selection and inventory.
- Helped on-board new team members and wrote technical documents for feature implementation
- Build in-game system for placing and moving objects in the world, which was quite popular during our play tests

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RARE - Software Engineer Intern
2021-2022

As a software engineer intern, my work consisted of working with an interdisciplinary team on both a title in prototype (Everwild) and the development of a live game (Sea of Thieves). With a focus on writing clean, maintainable code and growing my architectural and soft skills.

**Everwild (Cancelled Project)** *C++ • UE4 • Perforce • Mural*

- Collaborated closely with the design team to iterate and develop gameplay features in prototype.
- Implemented a feature for dynamical mapping audio to player speed to WWise RTPCs to enhance player experience.

Sea of Thieves *C++ • UE4 • Perforce • Azure DevOps • TeamCity*

- Improved overall game stability by resolving several long standing bugs.
- Contributed to the Mesh Budgeting system and authored unit tests to enforce stability and performance constraints.
- Contributed to ongoing content updates, fixing bugs and supporting designers on Sea of thieves *Forsaken Hunter* and *Herald Of the Flame* tall tales extending existing systems.

SKILLS

C#, Unity, C++,C, UE4, UE5, Perforce
Win32, Monogame, ActionScript
Lua, Html, CSS, GIT
Javascript, Java, SQL
Assembly, React, NextJS
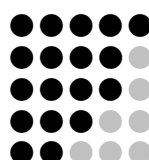
EDUCATION

B.Sc. in Computer Games Programming
University of Derby
📅 Sept 2016 – 2020