



# Rian Rutherford

Email - [rianrutherford@outlook.com](mailto:rianrutherford@outlook.com) | [LinkedIn](#) | [Portfolio Website](#)

## About Me

Programmer | England, UK

Hobbyist, educational, and professional years combined I have 7 years of programming experience. Since 2022 I have been working towards becoming a multiplayer and networking specialist for game development. Recent projects have been replicated player movement for Arcade from scratch, and server authoritative lock on systems for games like in Armour Core 6.

Rust is my preferred language whenever possible.

## Education

### **BA(Hons) Game Development: Programming**

Falmouth University, England; 2021 - 2024

### **Level 3 Computing BTEC Extended Diploma**

Weston College, England; 2019 - 2021

## Skills

### **Programming Languages**

C++ | Rust | Blueprints | Python | GDScript | C#

### **Game Engines**

Unreal Engine 5 | Godot | Unity | Bevy

## Work Experience

### **West Forge**: Jun 2024 - Present

Freelance programmer developing [Stormbane](#).  
My roles on the project are Gameplay  
Programmer and Multiplayer Systems Engineer.

### **Blockception**: Nov 2017 - Nov 2022

Freelance programmer developing Minecraft  
Maps for the Minecraft Marketplace.  
Work on: The Moa'ul Mountain, Dragon's Tale,  
and Mountain Retreat.

## Projects

### **Arcade**: Sept 2023 - Present

3D, PVP, multiplayer, drone spaceship, area  
fighting game where players fight each other  
using homing missiles.

### **Lock On System**: Nov 2024

Prototype lock on system in UE5 using virtual  
screens enabling for server authoritative  
targeting/lock on and entity direction relative lock  
on.

### **1k Multiplayer Research Essay**: 2024

My 3<sup>rd</sup> year university research essay exploring  
how to develop 1k+ game servers from the  
technical side.

### **Swamp Fell**: Sept 2023 - May 2024

3D game with action combat and questing,  
made in Unreal Engine 5. Team of eight.  
Worked on modular health component, enemy  
AI, and quest system.

### **Wrong Turn at... Convention**: Dec 2023

2D roguelike made using [Bevy](#) and [Rust](#) for a  
game jam. I made the AI and camera controller.  
Video by member of team [here](#).

## Interests

I like playing Dungeons & Dragons, watching  
anime, and occasionally playing games. RTS and  
MMO are my favourite game genres.

Games I've enjoyed playing recently are  
Helldivers, Homeworld: Deserts of Kharak,  
Armoured Core 6, and Higan: Eruthyll.

I have an interest in how game engines work,  
and sometimes think it would be fun till I realise  
how much work it would be to develop the  
tooling.