

Kieran Newland

Senior Gameplay/Network Programmer

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Hello! I've been programming for around 17 years with over 10 in the industry on both indie and AAA Unreal and Unity projects. I've worked on all current and last gen platforms in team sizes ranging from the only programmer up to teams of 20+ other programmers.

Engines: Unreal Engine (C++), Unity (C#)

Professional Experience

Founder - Kraken Party (August 2019 - Current)

Since setting up Kraken Party, my time has been split between personal projects and contract work. A few prototype game ideas have come and gone such as **Seafarers** which is an asynchronous multiplayer pirate game and **Mini Golf Party** which is a player content driven mini golf game with custom rollback physics that could be hosted on a TV and then joined from any mobile device similar to Jackbox. Both prototypes were playable but I failed to find funding.

Over the last two years I have been working on Unreal's first rollback weapons plugin, **Gunsmith** (<https://docs.gunsmithplugin.com/>) which is currently in Beta and has active users.

Most of my contract work has been focused on AAA multiplayer projects. The most significant is **Last Flag** which was a 2 year contract and is releasing early 2026. Before that I helped **Lego Horizon Adventures** launch with their peer-to-peer multiplayer on all current gen consoles.

Senior Network Programmer - Third Kind Games (October 2022 - November 2023)

I joined the internal project team at Third Kind Games to own the netcode and ensure the rest of the team were able to follow correct patterns to reduce the need for refactoring. While here I created a new Ability System which is heavily inspired by GAS but using Unreal's Network Prediction plugin for use of the fixed tick, buffering and other critical features that Unreal's network layer does not include.

Other work included refactoring old systems to allow for prediction, lag compensation for weapons, setting up Gamelift for server deployment/testing and mentoring other programmers who were new to the engine. I was unfortunately made redundant from this role due to downsizing when the project was cancelled.

Senior Gameplay Programmer - Omeda Studios (March 2021 - December 2021)

Omeda's project is a new MOBA made in Unreal Engine based on Epic Games's previous title, Paragon. My work spanned a lot of areas on this team but a quick overview would include hero creation, predicted multiplayer work based on abilities using Unreal's GAS system and settings up the game on both current and previous generation console hardware.

Gameplay Programmer - Wargaming UK (now DPS Games) (April 2019 - August 2020)

During my time at Wargaming I worked in Unreal over a large range of different gameplay systems. I designed, planned and implemented new production quality systems to be used in what became **Steel Hunters**. I owned Abilities/GAS and I also worked on gameplay related editor tooling. There were also heavy periods of prototyping and iteration. All of the features developed while working here were for networked systems.

Game Developer – Payload Studios (October 2018 – April 2019)

TerraTech is Payload's flagship game which boasts a strong community and impressive ratings over multiple platforms. Alongside a team of programmers, I was tasked with providing post-launch support to the title to keep the community strong and the game selling well. Assigned tasks can range from **Gameplay** to UI or **Multiplayer** updates which compliments my generalist skill set.

Lead Game Developer – Inertia Games (July 2017 – September 2018)

(Gameplay Programmer - July 2015 - July 2017)

At Inertia I was the Lead Game Developer of **Catastronauts**, a hectic 4 player party game created in **Unity** to be released on PS4, Xbox One and PC. I was the only programmer on this project and also spent some time working on online multiplayer (which we didn't end up shipping with) and the Switch port. As we worked in a small team I also had production, marketing and publishing responsibilities.

Education

Bsc Games Software Development (2:1) – Sheffield Hallam University

References are available on request