

Benjamin Finlay

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Benjamin Finlay is a game systems and architecture engineer with over six years' experience implementing core systems, gameplay, UI, audio, benchmarking, automated build pipelines, and tooling in Unity, Unreal Engine, and custom C++ engines.

SKILLS

Languages:

C#
C++
Kotlin (TeamCity)
Python

Technologies:

Extended Reality
(VR/MR/AR)
Mobile (iOS/Android)
PC & Console

Engines:

Unity
Unreal Engine (UE4/UE5)
Proprietary / Native (C++)

Systems:

Teamcity/GitHub Actions
Git/Perforce
Linux

EXPERIENCE

- July 2025 - Present **Senior Software Engineer I** at PlaySide Studios
As a Senior Software Engineer I, I currently I develop core technology for Mouse P.I. For Hire in Unity and work to expand my Unreal Engine 5 skills for an upcoming unreleased title.
- July 2024 - July 2025 **Software Engineer III** at PlaySide Studios
As a Software Engineer III, I developed core systems for Shattered, mentored junior engineers, and collaborated on gameplay features, audio integration, and animation workflows. While working on Civilization 7 VR, I worked as the build engineer for its proprietary C++ engine, creating automated build, benchmarking, and testing pipelines with Python, PowerShell and TeamCity.
- Mar 2023 - July 2024 **Software Engineer II** at PlaySide Studios
As a Software Engineer II, I developed core game mechanics for Shattered and other unreleased titles and built shared company technologies including benchmarking tools, VO playback systems, mixed-reality room mapping and node-based visual scripting systems in Unity and C#, ensuring performance, scalability and ease of integration. During this time I optimized Shattered to meet Meta Quest 3 store performance requirements and investigated motion-capture workflows, lip-sync integration, voice-over pipelines and narrative tooling for future releases.
- Jan 2022 - Mar 2023 **Associate Software Engineer** at PlaySide Studios
As an Associate Software Engineer, I worked on a team to develop and enhance Shiba Eternity, Fishy Bits 2, and AR Dragon, implementing UI, analytics tracking, multiplayer networking with Photon PUN, and core gameplay systems in Unity and C#, while leveraging Azure, PlayFab, and Firebase for backend services. This role honed my debugging, feature development, performance tuning, and collaboration skills.
- Jun 2019 - Jan 2022 **Programmer & VR Developer** as a Contractor
Worked as a contractor for the University of the Sunshine Coast, Engage Research Lab, and Experimental Games Lab, developing Virtual and Augmented Reality training and research applications.
As the sole programmer, I handled the end-to-end development process and liaised with clients and team members to ensure requirements were met and projects delivered on schedule.
- Jun 2020 - Jan 2021 **Programmer & Technical Consultant** at University of the Sunshine Coast (CIDSEL)
Provided technology support in program design and delivery for executive education and development projects. By developing public resource apps for the Gympie Council, internal project and file management tooling, and providing technical support for project proposals.
- Jul 2019 - Jan 2021 **Esports Manager** at University of the Sunshine Coast
Finding the right people to cultivate the esports brand. While increasing campus engagement in the esports community through event planning, and networking.

FEATURED GAMES

- Date TBD **Mouse: P.I. For Hire** for PlaySide Studios, and Fumi Games
Working alongside Fumi Games to ship Mouse P.I. For Hire. More details to come upon release.
- Apr 2025 **Civilisation 7 VR** for PlaySide Studios, Firaxis Games, 2K Games, and Meta
Served as build engineer for the proprietary C++ engine, creating automated pipelines for continuous integration, benchmarking, and automated testing using Python, PowerShell, and TeamCity to ensure stability and performance on Meta Quest 3.
- Dec 2024 **Shattered** for PlaySide Studios, Meta
Developed and maintained core systems in Unity/C#, including mixed-reality tracking and placement, voice-over frameworks, benchmarking tools and node-based gameplay sequencing. Mentored junior engineers, optimized performance to meet Meta Quest 3 store requirements and contributed to company-wide motion-capture workflows and engineering best practices.
- Nov 2022 **Shiba Eternity** for PlaySide Studios
Contributed to UI implementation, Photon PUN multiplayer networking, analytics integration, and core gameplay mechanics in Unity, leveraging Azure, PlayFab, and Firebase backends to support live-service features.

EDUCATION

- Nov 2021 **Bachelor of Creative Industries (Honours)** at University of the Sunshine Coast
Designing and implementing an adaptive level-generation system in Unreal Engine 4 that dynamically reshapes levels based on player-selected abilities to enhance engagement. Publishing “Principles of Adaptive Level Generation in Games” at the Experimental Games Conference (2021).
- Jul 2020 **Bachelor of Serious Games** at University of the Sunshine Coast
Minor in Games Programming, Game Art, and Software Development

TALKS & CONFERENCES

- Oct 2025 **Shattered, but well spoken - Developing the “Cue Library”** at GCAP 2025
Upcoming talk about some audio core tech developed at PlaySide Studios. More details to come.
- Mar 2025 **Programming Workshop** at Season of the Dev 2025
Facilitated a three-hour hands-on session guiding participants through building a small C++ game with RayLib, teaching core object-oriented principles such as inheritance, and encapsulation.
- Dec 2022 **Q&A Panel** at Griffith University
Participated in an industry panel which focused on answering student questions about entering the field and daily responsibilities.
- Sep 2021 **Principles of Adaptive Level Generation in Games** at Experiment Game Design Conference
Presented my peer-reviewed research to industry professionals and academics at a live session, showcasing prototype demos and fielding audience questions.

REFERENCES

References available upon request