



# CRUE WATENE

Art Programmer

## DETAILS

### Contact

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### Nationality

Maori / Australian

### Date / Place of birth

17/01/1996  
New Zealand

## PROFILE

Unreal Engine specialist and full-stack developer with a passion for building connected, real-time systems.

Experienced in designing interactive experiences and networked technologies that bring people together—whether through games, platforms, or immersive tools.

Please view my portfolio at <https://imcrue.com>

## EMPLOYMENT HISTORY

### IT Solutions , Antisocial Media, Canada

JANUARY 2025 – JUNE 2025

Independently designed and developed a full 3D platformer prototype from the ground up using Unreal Engine

- Built core gameplay systems including movement, jumping, platforming logic, collectibles, checkpoints, and obstacles/hazards
- Engineered modular character avatar systems, mechanics, allowing for scalable design and future expansion
- Created interactive UI/UX elements such as menus, collectible counters, and in-game prompts
- Integrated animation systems for character movement, interactions, and cinematic sequences using Unreal's Animation Blueprint
- Designed and implemented visually distinct levels with thoughtful progression and increasing difficulty
- Conducted iterative testing and polish, focusing on responsiveness, player feedback, and platforming precision; Completed GPU profiling and full optimization
- Integrated high-scale capacity multiplayer services for independent networking outside of native Unreal Engine servers & integrated them with other AntisocialMedia server infrastructure.
- Integrated blockchain interactions for smart contracts, NFT wallets and more.

Independently developed a browser-based 3D avatar locker using React and Three.js, allowing users to customize characters in real time

- Integrated wallet login (via Futureverse SDK) to load and display owned NFT-based items
- Designed a responsive UI for item selection across categories like clothing and accessories
- Connected to a CSV-based backend for dynamic item loading and easy content updates

- Ensured cross-platform compatibility and modular structure for future expansion

Developed the Wear3 digital shop system for distributing redeemable NFT wearables and claimable rewards

- Built a secure claimables portal, allowing users to view, claim, and transfer NFT items tied to real-world physical products
- Designed a web-based admin panel for managing inventory, redeemable collections, expiration dates, and user access
- Integrated wallet authentication and metadata filtering to display only eligible or owned claimable items
- Implemented claim verification logic, including location checks, one-time use codes, and real-time NFT transfers
- Supported databases for scalable item, user data management, transactions & shipping orders
- Integrated various API such as XUMM wallet, google autofill, CanadaPost.
- Focused on clean UX/UI to make the claiming process smooth and accessible for both Web3-native and general users

Independently developed a cross-platform social engagement system for *Antisocial Media*, integrating Discord and Twitter APIs to reward user interaction and activity

- Built a custom Discord bot that tracked reactions, check-ins, and hype events, awarding social points for engagement
- Designed a shop system within Discord where users could spend earned points on rewards, NFTs, or exclusive in-game content
- Integrated the bot with other systems across the Antisocial Metaverse, enabling seamless data flow and consistent user experience
- Implemented blockchain wallet integration, allowing users to link wallets and earn or spend assets through verified interactions
- Engineered a Hype Train system to boost participation around key announcements, drops, or events
- Designed systems for scalability, ensuring consistent performance during high-traffic social campaigns and event launches

### **Lead Programmer, BHTech, Melbourne, Australia**

NOVEMBER 2024 – FEBRUARY 2025

Independently developed a training simulation tech-demo/configurator in Unreal Engine for a construction company, showcasing various heavy-duty machinery and industrial workflows

- Created interactive tutorials for operating drilling rigs and other construction equipment in a realistic worksite environment
- Designed and implemented intuitive UI/UX systems to guide users through complex machinery operations
- Utilized Unreal's Sequencer to script guided demonstrations and cinematic walkthroughs
- Optimized the project for pixel streaming, enabling real-time access to the simulation via web browser
- Focused on both visual fidelity and functional accuracy to meet training standards and real-world expectations

### **Lead Game Developer, Archons, California, USA (Remote)**

AUGUST 2024 – NOVEMBER 2025

Independently developed a full-scale open-world survival MMORPG for a returning client, following the successful delivery of *The Armadillos* trading card game.

- Developed core mechanics and gameplay systems for an open-world MMORPG
- Engineered network infrastructure to support a high capacity of concurrent players
- Implemented combat mechanics, AI behavior, and player progression systems

- Integrated advanced visual effects, including clothing physics
- Utilized Quixel for efficient importation of high-quality assets

### **Programmer, BitFry, New Hampshire, USA (Remote)**

APRIL 2024 – JULY 2024

Designed and implemented a custom server framework for multiplayer functionality for a basketball game.

- Developed network replication logic and input mechanisms for synchronized gameplay.
- Collaborated with the team to troubleshoot and resolve network and gameplay issues.
- Contributed to server-side authorization and player spawning system development.
- Integrated user storage, login features, and matchmaking capabilities.
- Led the deployment of dedicated server infrastructure on Azure cloud platform.

### **Lead Game Developer, Byte Sized Interactive, Netherlands (Remote)**

OCTOBER 2023 – MARCH 2024

Independently developed the first prototype for a top-down fantasy MMORPG, handling all core systems from concept to implementation

- Designed and implemented game mechanics, character classes, unique abilities, combat systems, and AI behavior for enemies
- Built high-capacity multiplayer server infrastructure to support large-scale player interactions in real time
- Developed supporting systems including leveling, progression, inventory, and animation programming
- Translated loose design notes from the client into a complete, playable experience
- Managed the entire development lifecycle independently—from technical design and system architecture to testing and iteration
- Oversaw end-to-end project management, ensuring delivery of a polished prototype aligned with the game's creative vision

### **Lead Game Developer, Yaku Corp, France, Europe (Remote)**

JUNE 2023 – JULY 2023

Independently designed and developed the motorbike racing game for "Yaku Corp," showcasing futuristic sci-fi motorbikes.

- Leveraged the latest Chaos/PhysX plugins within Unreal Engine 5 to engineer authentic & realistic motorbike physics.
- Developed the core gameplay framework for a racing game, including racing mechanics, ranking systems, matchmaking, and vehicle selection
- Built procedural environment generation tools to reduce asset costs and speed up development
- Created adaptable systems to support future integration of visual and audio assets
- Collaborated with designers and artists to shape engaging and responsive gameplay features
- Responsible for the entire project management and maintained clear, developer-friendly documentation to support future team contributions

### **Lead Game Developer, Jerry Wang, Fortworth, Texas (Remote)**

MAY 2023 – JUNE 2023

Independently designed and developed the foundational framework for "Incorporated," a turn-based multiplayer game inspired by the acclaimed "Atlas Reactor."

- Collaborated closely with Jerry to co-design gameplay mechanics, loops, and other critical systems.
- Efficiently managed design documentation through Milanote, ensuring organized and streamlined development.
- Orchestrated the complete project life-cycle, from initial design concepts to full development.

### **Lead Game Developer, The Factory Games, Nevada, Las Vegas (Remote)**

MARCH 2023 – MAY 2023

Independently designed and developed the game Kite Fighter.

- Led the full development of a real-time kite flying simulation, including core gameplay loop and matchmaking systems
- Built scalable server infrastructure capable of supporting up to 40,000 concurrent players on a 2GB RAM server
- Developed secure backend systems with database integration for player data, progression, accounts, and rankings
- Implemented NFT integration, allowing users to link and use their collectibles as in-game kite assets
- Designed an in-game shop with currency systems and upgrade mechanics
- Integrated Google Play Store purchasing for real-money transactions
- Deployed and submitted Android builds for Google Play Store publishing and review

### **Lead Game Developer, Studio Gyris, Wollongong, NSW Australia**

NOVEMBER 2022

Independently developed the racing game for Gyris, showcasing collectible characters from the Gyris metaverse.

- Orchestrated end-to-end development of a multiplayer racing game, encompassing foundational features akin to those in Mario Kart (racing mechanics, ranking systems, power-ups, power-sliding, etc.).
- Collaborated harmoniously within a diverse and extensive team comprising artists, musicians, social media developers, and designers.

### **Senior Programmer, Game Drafters, United Kingdom (Remote)**

AUGUST 2022 – NOVEMBER 2022

Collaborated on a flying racer game with the "Race Federation," showcasing collectible NFT flying ships.

- Created intuitive driving assistance systems for varied difficulty levels.
- Engineered flying physics, weaponry, and gameplay mechanics.
- Designed & developed overall gameplay loops, race laps, rankings, UI, HUD displays and more.
- Integrated NFT stats to dynamically modify in-game character attributes.
- Created debugging tools for game adjustments, testing, bug fixing or design.

### **Lead Game Developer, The Armadillos, California, USA (Remote)**

MAY 2022 – JULY 2022

Independently designed and developed a complete trading card game demo, later sold to the Armadillos Group.

- Orchestrated the comprehensive development of a multiplayer game, seamlessly integrating it with blockchain technology.
- Engineered distinctive and complex gameplay systems tailored to individual characters and card collectibles.
- Responsible for recruiting and management of artists to translate the 2D artwork of The Armadillos characters into 3d renditions & integrated them into the project.

### **Senior Programmer, Golden Treb Studios, California, USA (Remote)**

FEBRUARY 2022 – APRIL 2022

Contributed as a pivotal team member to the Reign & Ruin game (survival), a venture backed by a successful Kickstarter campaign.

- Responsible for the creation of intricate multiplayer survival game systems and mechanics encompassing combat, building construction, items, PVP, and beyond.

- Embraced and embodied the project's vision, surpassing established benchmarks with remarkable success.
- Elevated my role to a senior capacity, providing guidance and instruction to a junior programmer in their front-end responsibilities.

### **Programmer, Skymap Games, Boston, New York (Remote)**

APRIL 2021 – OCTOBER 2021

Contributed to the development of *Rolled Out!*, a physics-based platformer, focusing on backend infrastructure and frontend design

- Implemented solutions to floating-point precision issues, enabling deterministic multiplayer and consistent replays
- Led frontend development, creating intuitive UI/UX for menus, character selection, HUDs, and controller support
- Collaborated with designers and artists to deliver a polished and accessible player interface
- Enhanced gameplay and user interaction through responsive and visually engaging frontend systems
- Fixed bugs, added new features, and optimized performance to improve the overall user experience

Contributed to the development of *StarWave* (VR), a music game similar *BeatSaber*/*RockBand*.

- Crafted immersive 3D user interfaces within the realm of VR.
- Resolved and upheld optimal functionality of backend gameplay systems.
- Collaborated seamlessly with music production plugins.

### **Programmer, Adam Kareem, Canada (Remote)**

JANUARY 2021 – MARCH 2021

Contributed to the development of *Protodroid Delta*, a shoot-em-up/platformer with a culturally diverse character cast

- Designed and implemented core AI systems, including custom behaviors and interactions
- Developed physics-based gameplay features that enhanced character dynamics
- Assisted with debugging and gameplay refinement across multiple areas
- Earned a strong recommendation from the team, leading to a role at Skymap Games

## **EDUCATION**

### **Year 10, Heathmont Secondary College, Melbourne, Australia**

JANUARY 2011 – DECEMBER 2021

### **Year 12 VCAL, Box Hill Institute of TAFE, Melbourne, Australia**

JANUARY 2014 – DECEMBER 2016

### **Information Technology (VET), Box Hill Institute of TAFE, Melbourne, Australia**

JANUARY 2016 – DECEMBER 2016

## **LINKS**

[Portfolio](#) [LinkedIn](#)

## SKILLS

Adaptability

Computer Skills

Ability to Work in a Team

Adobe Photoshop

Wordpress

C++

HTML

React

HTML5

Unreal Engine

UE4/5 Blueprints

SQL

Slack, Trello, Monday.com

MySQL

Audacity

Artificial Intelligence

MMO-Server development

Porting to Console/Switch

Matchmaking Protocols

Physics-based simulation

Project leadership

Debugging and bug fixing

Fast Learner

Microsoft Excel

Ability to Work Under Pressure

Microsoft PowerPoint

Microsoft Office

jQuery

CSS

Node.js

JavaScript

C++ & C#

HTML & CSS

Git

PHP

GPT4 Integration

Debugging

Database integration

Mobile Deployment

VR

Front-end development (UI/UX)

Gameplay programming

Procedural Generation