

GEORGE PENNEY

Senior Unity3D and Web Developer

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Exeter UK - Bangkok TH



Creative software developer with over **15 years** experience working across **gaming, ed tech, SaaS** and **advertising** industries in the UK, Europe and Asia.

Has a passion for **visual effects, playful interactivity** and positive **user experience** combined with attention to detail and adherence to standards, crafting quality **AR/VR experiences, applications** and **games**.

Comfortable **leading development teams** to deliver cutting-edge technology solutions.

EXPERIENCE

Lead Developer, Speaklah *June 2022 - September 2023, Bangkok*

Worked alongside the founder and led the technical implementation of Speaklah, a **VR language learning** platform to improve pronunciation by giving feedback via a detailed 3D vocal model.

- Led the **technical research**, built prototypes and wrote the **technical specification**
- Built the **Unity3D** app and designed a deployment pipeline for **Meta Quest 2** and **web**
- Developed an internal **animation platform** allowing our linguists to animate the 3D vocal model
- Developed a robust data backend supporting diverse learning content and localisation options

Managing Director, NFQ Thailand *October 2019 - March 2022, Bangkok*

Established and ran **NFQ Thailand**, the Bangkok branch of **NFQ Asia**. **NFQ** is a multinational software outsourcing company specialising in **web and mobile applications**.

- Incorporated new entity and **set up all operational processes**
- **Recruited and managed** a team of 10 lead developers, UX designers and administrative staff
- **Led development** of several projects including:
 - **Playaclip** - An ad gamification SaaS platform using **VueJS** and **web AR**
 - **Spin Garden** - A **Unity3D** slots game for iOS and Android

Lead Developer, Gamepunks Asia *September 2012 - September 2019, Bangkok*

Delivered over a dozen **games** and **web applications** under **Gamepunks Asia**, an app development studio and sister company to **Innovationpunks** (Germany). Was **lead developer** of multiple projects and aided in **recruitment** and company policy. Project examples:

- **Racing Empires** - A **Unity3D** racing and city-building game published by **Glu Mobile**
- **BMW xDrive Challenge** - A series of **Unity3D** racing games for mobile promoting **BMW xDrive**
- **Riddle.com** - An **Angular** based embedded quiz SaaS platform
- **Vodafone Hotspotfinder** - A **React.js** based mapping web application

Freelance Developer *September 2011 - September 2012, London*

Worked with several London studios and delivered **interactive ads, games** and **apps** for clients including BBC, Google and Panasonic Avionics.

Interactive Developer, Specialmoves *May 2009 - September 2011, London*

Was a core front-end developer in the global **Rolex.com** flash website. Also developed **brand sites, mobile apps** and **interactive ads** for clients including **Nokia, Gucci** and **Living TV**.

Creative Technologist, Agency Republic *April 2006 - May 2009, London*

Developed **interactive ads, games** and award-winning **campaign sites** for clients including **BBC, Mercedes-Benz,** and **Samsung**.

TECHNICAL EXPERTISE

- **Game Development** - Unity3D (C#), Meta Quest, Spark AR, Snap Lens Studio, Roblox
- **Web Development** - React, Next.js, Angular, Vue.js, Three.js, Phaser, Processing
- **DevOps & Platforms** - Firebase, Google Cloud, AWS, NodeJS, Jenkins, Webpack, Git
- **Other Tools** - OpenAI Platform, YouTube API, Google Maps Platform, OpenStreetMap

EDUCATION

Aeronautical Engineering MEng (partial), Imperial College London *September 2002 - June 2005*

3 A Levels, 2 AS Levels, 9 GCSEs, Bosworth Academy *August 1998 - June 2002*

PERSONAL INTERESTS

Engages in regular workouts, cycling and hiking. Fascinated by aviation, space exploration, science and engineering. Hosts regular board game and video game nights with friends. Advocates for equal rights and environmentalism, seeking to foster inclusive and sustainable practices in personal and professional life.