Dom Sleightholme

Senior Unity Developer

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Profile

Senior Unity Developer with 5+ years shipping games for mobile, WebGL, desktop and VR. I build curriculum-aligned educational games at Brainspark Games, from core gameplay systems to tools and performance. Strong in C#, Android–Unity integration and multiplayer networking, and I use AI tooling day to day to speed up development.

Skills

Engine & languages	Unity, C#, C++, JSON
Platforms	iOS/Android, WebGL, VR, AR, desktop multiplayer
AI tooling	Claude Code, sub-agents, MCP, Unity AI Generators
3D & animation	Blender rigging, glTF/GLB, Animation Rigging, shaders, VFX
Workflow	Git, Jira, Agile, rapid prototyping, user testing

Experience

Senior Unity Developer, Brainspark Games — Apr 2023 – Present

- Build curriculum-aligned AR games for ages 7–13
- Helped build the prototype pitched on BBC Dragons' Den
- Built core systems: the Sparkbook, neurodiverse settings and wellbeing tools
- Integrated AWS server data into the game client
- Develop AI sub-agents that automate repetitive development tasks
- Optimise performance across low-end mobile devices

Unity Developer, Intractable — Apr 2022 – Apr 2023

- Shipped updates to Mobi on Google Play: shop, loot tables, rewards and UI
- Built the Unity plugin inside the Android app Digital Fitness
- Designed the messaging layer between the Android host app and Unity

Junior Unity Developer, Illyriad Games — Jun 2021 – Mar 2022

- Built weapon systems, shaders and VFX for Age of Ascent on Steam
- Implemented custom multiplayer networking and performance fixes
- Ran user testing to guide design changes

Education

BSc (Hons) Computing and Games Development, First Class — 2017 – 2021
University of Plymouth

Level 3 Diploma in Computer Software, DDM — 2015 – 2017
South Devon College