Ashley Stephen Douglas

Games Software Engineer

Dundee, Scotland · 07504 436150 · ashleydouglas94@gmail.com
0verride.com (portfolio & playable builds) · github.com/ash0verride · linkedin.com/in/ash0verride

Profile

Games software engineer with over three years at GameMaker and Opera, shipping official GameMaker template games, the *GameMaker 25th Anniversary* game on Steam and GX.games, Opera GX mods and live wallpapers, and leading browser games for Opera GX campaigns. Works across gameplay, VFX, lighting, 3D tools and release engineering, from prototype and technical spec to build reviews, launch and post-release fixes. Comfortable owning a project end to end or working in cross-discipline teams of artists, designers, QA, marketing and engine developers, and an internal go-to for GML questions.

Skills

Engines & code	GameMaker (GML Code & Visual), GMRT and GM3D, BBMOD; C++, C# / .NET; Unity, Unreal Engine
Graphics & VFX	Shaders and materials, dynamic lighting, particle systems, decals, screenshake, chromatic aberration, camera-aware VFX scaling; OpenGL, DirectX
Tools & pipelines	In-engine editors (level, material, particle), Blender Python add-ons, glTF/GLB scene export, Windows tool development
Release & platforms	Git (GitHub, GitKraken) repo ownership, branching, merges and builds; Steamworks and Steam staging; GX.games and Opera GX (mods, live wallpapers); PC, web, mobile (touch, gyro, mic)
Ways of working	Agile; technical specs and scoping (monday.com, Jira); producer duties with external partners; code and build reviews; QA collaboration; documentation; mentoring; AI-assisted coding (Claude Code)

Experience

Software Engineer – GameMaker

Aug 2023 – Present

Content team. Joined as an intern and progressed through Junior Software Engineer to Software Engineer.

Official GameMaker templates – playable on GX.games and shipped with the GameMaker IDE

- Programmer on official template games: **Endless Runner** (GML Code and GML Visual versions, later updated for GMRT), **Twin Stick Shooter** (lead/sole programmer), **Scrolling Shooter**, **Puzzle Slider**, **Tower Defense** and **Cover Assault**.
- **Cover Assault:** built the VFX system and camera-based particle scaling (credited in GameMaker's launch blog), worked on perspective changes, pushed reviews and caught last-minute issues from a new GameMaker release before launch.
- Worked with artists and QA through to release, then maintained templates as the IDE changed: fixing bugs, acting on community feedback and filing runner bug reports with workarounds.

GameMaker 25th Anniversary – Steam & GX.games, Nov 2024; source later released as a GameMaker template

- **Main programmer:** started the project and built the core office-management systems: worker AI (queues, pathfinding, needs), hazards and bugs, productivity, buffs and shop, day/night cycle, tutorial, minigame flow, saves, audio and camera.
- Wrote the technical spec, owned source control, merges and builds, and ran build reviews; integrated Steamworks (achievements) and Steam staging, with daily builds on three platforms over the final two weeks to ship on time.
- Fixed a late performance problem (below 10 FPS on some platforms) after consulting graphics colleagues, using surface management with dynamic resolution scaling and texture groups; built an in-game debugger.
- Post-launch: shipped the 1.1 patch, wrote design and code documentation, prepared the source for template release and built a metrics-heavy Opera GX live wallpaper from it.

Opera GX mods and campaign games – with Opera GX marketing and partners

- **Official MSI Opera GX mod** (2023–24, 1.2 million downloads): main developer of the idle-clicker game strip (coin merging, auto clicker, saves, particle VFX, tutorial, balancing); contributed to the live wallpaper and packaged the final mod release.
- **Seasonal Opera GX live wallpapers and mods** for GameMaker's GX Store page (2023–25): Halloween 2023, Valentine's Day 2024, Chinese New Year 2024, Pride and Winter Northern Lights.
- **Maximum Load** (GX.games, Feb 2026) for the “Your Setup Wants GX” PC Man campaign: led development; overhauled and balanced the minigames, built live leaderboards, dialogue boxes, a sequence face controller, VFX, audio and video.
- **GX Geo Gym** (2026) for the GX × GeoGuessr campaign: led development and took on producer responsibilities with external parties; built fitness minigames (boxing, bike, treadmill, kettlebell) featured in the GX.games Mega Pack, plus leaderboards, launch parameters and event inputs; shown at a live booth at the GeoGuessr World Finals in Berlin.

R&D and prototypes

- **GXRed nanogames** (2025, internal): rapid nanogames whose properties were driven by AI chat, including a balance-board game and side-scroller using swipe, gyro and microphone input, quiz interludes and Planet Pool.
- Moved player avatar cards from 2D to 3D with BBMOD, growing them into a Game Show Set scene that imports Blender scene data and camera paths, with custom optimised material shaders editable live.
- **Platformer Prefab Kit / Gjalda** with Opera's Sweden R&D team: lighting for large moving scenes and player movement feel. **One Shot Blaster:** lighting with chromatic aberration, screenshake, a decal system, flying enemies and rocket jumps; wrote prompts for and integrated AI-generated stickers using Claude.

GameMaker runtimes – GMS2 runner and GMRT, 2025–26

- **GMRT compatibility:** as GMRT was released, kept GMS2-built template games running on it: ported Endless Runner, Match 3 and One Shot Blaster (room loading, layer, sequence, surface and effects fixes); tested GMRT builds, filed bug reports and contributed code to GMRT.
- **GMS2 runner (C++):** added the shipped GML functions `layer_sequence_alpha()` and `layer_sequence_blend()`; worked with the runner team on dynamic texture groups and dynamic particle emitters.

GM3D / GMRT explorations and tools – 2026

- **GM3D explorations:** a 3D viewer and scene editor (glTF importer, lighting, transform, material and shader tools) and a forest test scene, exploring 3D workflows for the content team.
- **GM3D Level Editor** on GMRT: props, lights, physics, behaviours, save/load, a light editor, component adder and name-based material coupling.
- **Blender Python add-ons** to clean and export scenes to GM3D (glTF/GLB plus a versioned scene schema), including scrolling-UV support and mixed-texture baking. Fixed an export bottleneck on a large instanced scene (~3,000 collection instances) with content-hash deduplication and export isolation: per-tile exports went from ~177 s to 0.5 s, and the full scene from hours to 19 s.
- **Content Asset System:** researched, designed and built the content team's in-engine tool for creating **3D assets** and **3D particle systems**: GLB import and validation, material editing on meshes baked back into exported GLBs, and a particle editor with billboard and 3D mesh emitters. Ported the **3D Character prefab** to GMRT with animation and particle effects.

Prefabs and team

- GameMaker prefabs: **Input/Action Manager** (keyboard, mouse, gamepad, device detection for Xbox, PlayStation, Nintendo, Steam and Apple controllers), **Dialogue** (no-code animated dialogue with reveal modes, focus and chaining) and **Library Zoo** (runtime sprite viewer in 2D and billboarded 3D).
- Built early prefabs, example projects and demos in 2024, taught colleagues the workflow, and fixed Windows/GX issues in teammates' prefabs.
- Mentored two summer interns; wrote internal guides on live wallpapers and the metrics system; worked with Opera teams internationally on GX browser features and partner brand projects.

Play: Endless Runner · GM25 (Steam) · GM25 (GX) · Maximum Load · GX Geo Gym · MSI mod (Opera GX) · Live wallpapers · Cover Assault · Twin Stick · Scrolling Shooter · Tower Defense · Puzzle Slider · more at 0verride.com

Bar Supervisor – Ye Old Inn Jun 2017 – Apr 2023

- Covered all aspects of pub operation, from serving customers to senior management duties; adapted operations and safety measures during the COVID-19 pandemic.

Education & Qualifications

2015 – 2019	**Abertay University**, Dundee – BSc (Hons) Computer Games Applications Development (2:1)
2013 – 2015	**Edinburgh College**, Edinburgh – HND Computer Games Development (A); Microsoft Technology Associate – Gaming Technology Fundamentals
2006 – 2012	**The Royal High School**, Edinburgh – Highers: Mathematics, Chemistry, Physics, Graphic Communication, Product Design

Game Jams & Community

- Regular game jam participant in technical roles, including *Small Things Matter* (Oct 2026), the GameMaker Christmas jam 2025 (*Santa's Workslop*) and *It Starts From One*.
- In personal time: attends VR community events across Europe; attended TwitchCon Europe 2024, meeting developers who use GameMaker; regularly attends Abertay University games events.

References available on request