



William Mesilane

Game Developer



Heya!

I'm Will, from **Melbourne, Australia** and I make videogames, currently for Massive Monster.

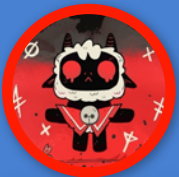
I've been developing games since around 2006. With passion for fun, meaningful experiences that are easy to pick up and play, my primary goal is to create experiences that are accessible through design. Games are for everyone, and they should have the ability to play the way they want.

I'm pretty great with



Primarily I work as a programmer but have skills with 3D, Shaders, Dev Ops, and love to work within a broad scope of tasks. I've mostly developed for mobile but have since pivoted to working on PC / Console multi-platform games with my work at Massive Monster on the hit game Cult of the Lamb.

In the following pages you'll find a sample of my most notable works.



Cult Of The Lamb



Pico Tanks



Drip Trip



Nike Never
Done Shop



Our Special
Island



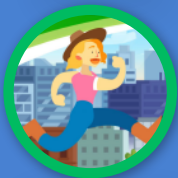
Harvest



InFlux



Bondfire



BP Servo Run



Infinite Voyage



Boost Find The
Fruit



Primal Carnage:
Extinction



Cult of the Lamb casts players in the role of a possessed lamb saved from annihilation by an ominous stranger, and must repay their debt by building a loyal following in his name. Start your own cult in a land of false prophets, venturing out into diverse and mysterious regions to build a loyal community of woodland Followers and spread your Word to become the one true cult.

Joining Massive Monster in the final 12 months of Cult of the Lamb, my role has been a Programmer wearing many different hats. My primary responsibility to date has been to take charge of Cult's User Interface starting with a complete rewrite from scratch. I've since built an entire framework to rapidly develop, test, and implement various pieces of UI. Outside of the realm of UI, I have been responsible for rewriting and maintaining our file read/write code, controls, in-game settings, and our Accessibility settings.

Since launch I have also developed and maintained in-house build CI/CD pipelines to ensure we have a smooth build and release process moving forward while Cult of the Lamb picks up momentum. On top of Programming responsibilities, I have recently served as a coordinator between Massive Monster and our porting partner Do Games on various internal milestones and projects related to the console versions of Cult of the Lamb.

Role(s):

Programmer

Tech:

Unity

TeamCity

Fastlane

Steamworks SDK

GoG SDK

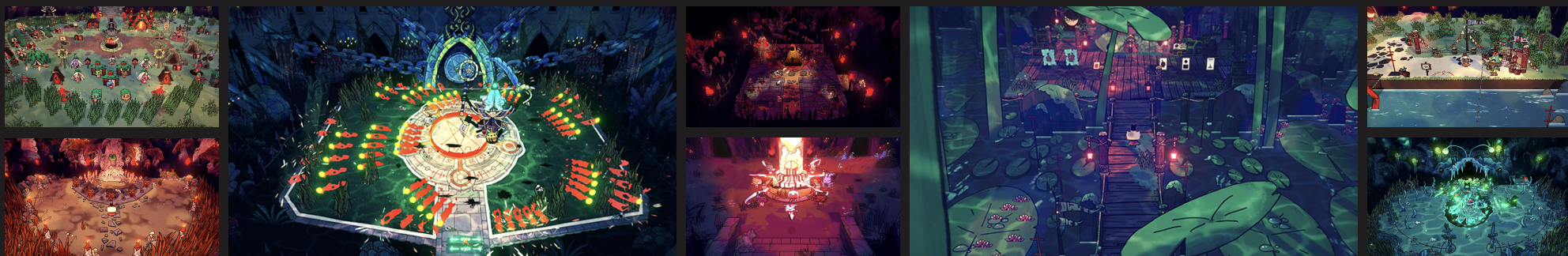
Resources:



Trailer



Website



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PICO TANKS MULTIPLAYER MAYHEM



Pico Tanks is a casual but competitive team-based brawler focused on action-packed combat and rewarding team play! It's a cute and energetic 3v3 tank game packed with explosions, crazy weapons, fun abilities, endless customisation, and multiplayer mayhem! Pico Tanks is free to download on the App Store and Google Play globally.

My role at Panda Arcade involved generalist programming and Unity development on their flagship title Pico Tanks - jumping into an already heavily established codebase to implement new features, maintain old ones, fix bugs, etc. In my time at Panda Arcade I implemented a new Spray communication system for players, new monetisation avenues including the implementation of Ad Networks and Mediation while liaising with various contacts at different ad networks. I've also had a significant amount of design input as the studio is completely flat and we all collaborate and contribute to the overall design of the game.

Role(s):

Unity Developer

Tech:

Unity

XCode

Resources:



Trailer



Website



[Click for an external link to high resolution image](#)

AKQA

THE BOND FIRE

Our ancestors gathered around bonfires. It was a place to come together and exchange stories, play music and share knowledge that laid the foundations for our cultures. The Bondfire app pays homage to this, enabling friends and families to unite over the festive season whether physically together or apart.

Bondfire is a small mobile app where users can connect, and use voice chat from across the world. Each user is represented by a log added to a bonfire that will burn over time.

I was involved with early client meetings providing technical recommendations, through to development and release. My role on the project was general programming and with additional emphasis on shader/graphics development in collaboration with the art team at Millipede. I was also responsible for finding and implementing the tech solution for the voice chat within the app.

Role(s):

Programmer

Graphics Programmer

Tech:

Unity

XCode

Photon Voice

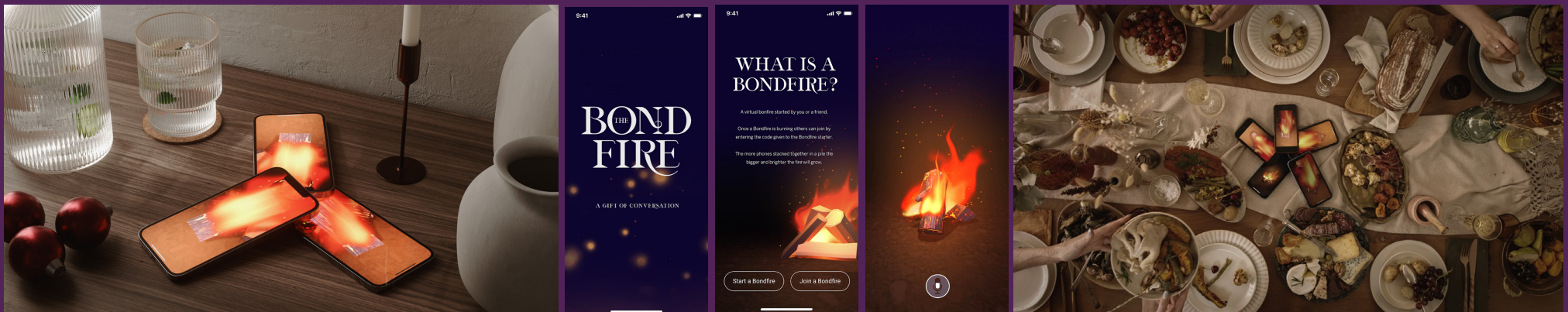
Resources:



Footage



Website



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DRIP TRIP

A water infrastructure adventure. Join Drippy the raindrop on a journey across the urban water cycle, through your neighbourhood's water pipes, sewers, drains and waterways as you head towards the bay. Steer around obstacles and collect bubbles to reveal facts unique to your postcode. You can even build a bike trail or bust a fatberg by activating special effects that improve services to your area!

For Drip Trip I was involved with some early technical design - working out how to develop these very large web application based game levels with as small a size footprint as possible - as well as general development of gameplay mechanics, effects, and level design.

Role(s):

Programmer

Tech:

JS421 (proprietary)

Adobe Flash

Typescript

Resources:



Footage



Website



Play Here



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GREAT AUSSIE BP RUN

Taking inspiration from Australians' love of convenience retail, BP has created its first interactive game, which allows customers to do their own virtual BP Run and win a tonne of prizes. BP Run is a fun and iconic mobile app game, where customers can complete different themed runs – from the Lunch Run, the Essentials Run and the Ice Cream Run – for the chance to win prizes.

I was present on this project from the early concept stages through to release, contributing to both concept sessions and development of the application itself. My responsibilities on the project were writing gameplay code, implementation of UI across the board, and developing a small in-app level editor to help rapidly create content for the game.

BP Run saw 800,000+ downloads across the App Store and Google Play Store and rose to #1 on the App Store charts. There was also large scale advertising across Australia including a tv ad.

Role(s):

Programmer

Tech:

TK421 (proprietary)

Adobe Animate

Xamarin

Resources:



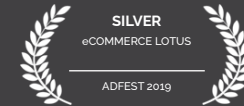
Gameplay Footage



Website



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To get Shanghai moving like never before, Nike and AKQA Shanghai launched the "Never Done Shop", an immersive 360° retail space that lets you purchase Nike products, services and, experiences using your "sweat as currency" a.k.a. "Sweat Coins", powered by your Nike+ data.

Together with various departments of AKQA, we developed a mobile web application running through WeChat for Nike's "Never Done Shop". Utilising a 360° panoramic world, and our very own proprietary web animation pipelines we were able to bring this project to vivid reality.

My role involved front end programming with Typescript, the implementation of art and animation assets through our custom pipeline, among other various small details around the website.

Shanghai City Attack was the recipient of the ADFEST 2019 Silver eCommerce Lotus Award.

Unfortunately the Shanghai Never Done Shop is no longer available.

Role(s):

Programmer

Tech:

JS421 (proprietary)

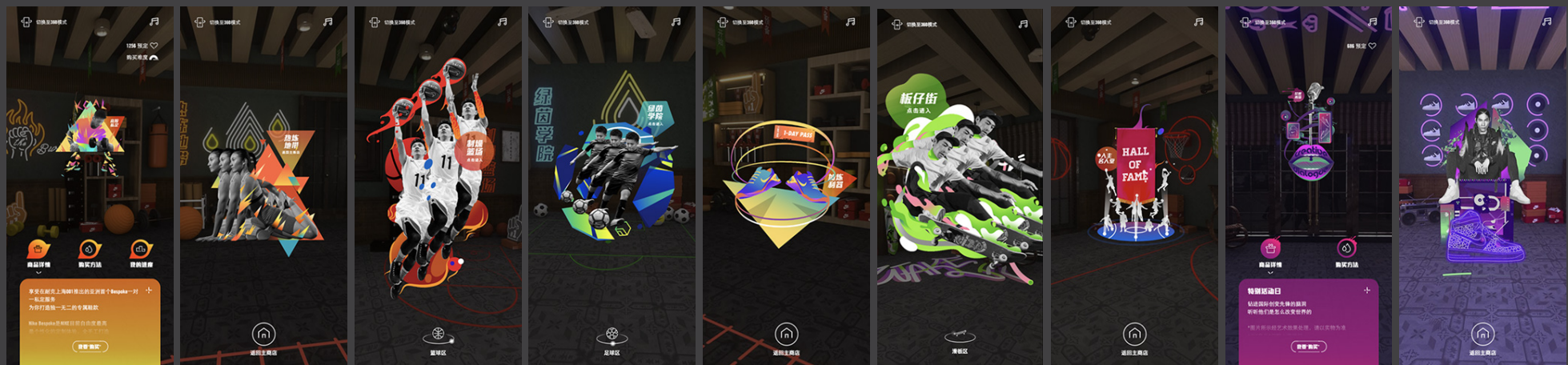
Adobe Animate

Typescript

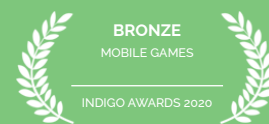
Resources:



Footage



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The incidence of non-communicable diseases linked with poor diet in the Pacific islands has reached crisis level. Our challenge was to explore innovative ways to leverage technology to promote positive attitudes to healthy foods, and inspire nutritious eating habits in young Tongan children.

Set on an island, the Motu Ta'e'iloa (Our Special Island) app promotes traditional foods and food preparation to children through digital play, while the print material engages broader messages related to healthy and unhealthy foods. The resources feature culturally appropriate characters, including two children called Kelela and Pulotu, with some cooking help from Maui-Kisikisi, the youngest son of the great Polynesian cultural hero Maui.

My role on Our Special Island was one of the main programmers on the project and as such my responsibilities were to develop all majority of the activities available for the player including the farm, fishing, recipe screens, and cooking mini games.

Our Special Island has been trialed at 11 schools in Tonga alongside a board game and other classroom resources, and is unavailable to the public.

Role(s):

Programmer

Tech:

TK421 (proprietary)

Adobe Animate

Xamarin

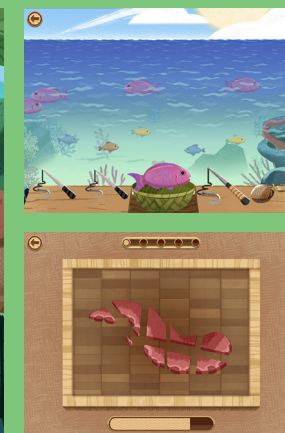
Resources:



Gameplay Footage



Website



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Play Infinite Voyage, and join the Spaceship VMC heading for new planets – far, far away! Infinite Voyage takes place on a spaceship that is searching for suitable places where humankind can relocate. To keep the spaceship running, there are a variety of challenges to complete. Infinite Voyage uses gamification principles to increase confidence in and engagement with mathematics.

Infinite Voyage was a multi year long project where as a Programmer I was responsible for developing and delivering 5 of the 15 included sub games in the project. These were often in fairly tight Alpha > Beta > RC phases that would range from a few weeks to a month of time for development. While we were developing the project the iPhone X was also released, where I had to take charge in updating the application to work within Apple's new screen guidelines. Alongside programming various sub games I was also involved with various other elements of the project including developing, implementing, and updating the domes in the project and various other structural elements.

The sub games I was responsible for included the Repair Dock, Radio Tower, Laser Defence, Art Studio, and Music Studio. Infinite Voyage was is one of the projects I'm most proud of and happy to have worked on during my career as a game developer thus far.

Role(s):

Programmer

Tech:

TK421 (proprietary)

Adobe Animate

Xamarin

Resources:



Gameplay Footage



Download on the
App Store



GET IT ON
Google Play



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Boost Juice has done it again and created the sequel FIND THE FRUIT! This time Mango Man's gone mad and has freed all of the fruit from Boost stores. Help Janine capture the 'fruigitives' and exchange them at stores for Boost bounty!

Find the Fruit was a small, location based mobile promotional campaign game for Boost Juice. The game saw the player participating in a Pokemon Go style game, collecting fruit as they travelled to use as ammunition in a bubble shooter mini-game. By playing this, player's earned fruit they could exchange for vouchers at specific locations on the map to use in-store at Boost Juice retail spaces.

My participation in the project involved developing several of the game's screens - mainly the voucher wallet - and implementation of various animations.

Unfortunately Boost: Find the Fruit is no longer available on the App Store or Google Play Store.

Role(s):

Programmer

Tech:

TK421 (proprietary)

Adobe Animate

Xamarin

Resources:



Gameplay Footage



Website



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HARVEST

Harvest is a game about farming with terrible health and safety standards. Based on an old Flash game made in my youth, it eventually became a full mobile game for the iPhone.

This project was developed almost entirely on my own for the small company I run called Studio Zero . This involved me producing the design, art, code, while also handling the marketing, business development, and coordinating with contractors and other external stakeholders.

Originally launched in 2016 to great reception but poor sales, I made an update ~18 months later which resulted in the game achieving a staggering 200,000+ downloads in the span of a couple of months. This update was the result of significant feedback from the original release, added accessibility options, and additional features.

Role(s):

Game Design
Programming
2D, 3D Art
Marketing
Business Development

Tech:

Unity
Autodesk Maya
Adobe Photoshop
Adobe Illustrator
XCode

Resources:



Gameplay Footage



Website



[Click for an external link to high resolution image](#)

PRIMAL CARNAGE

EXTINCTION

From Circle 5 Studios and Panic Button comes an unusual class-based online multiplayer shooter that pits dinosaurs against people in Primal Carnage: Extinction! In this fast-paced dino versus human combat, will you hunt down prey as legendary prehistoric creatures, or join the mercenary team and make these bloodthirsty beasts extinct?

My role of UI Engineer/Artist was to take the original Primal Carnage's UI and overhaul it to create a more friendly, attractive, and usable design. Like InFlux before it, a core tenet was to make the UI as accessible as possible with Keyboard/Mouse and Controller options, as well as allowing localisation to multiple languages.

The game has also since been released on the PS4 with my UI work implemented, however I was not a part of the team at this stage.




Role(s):

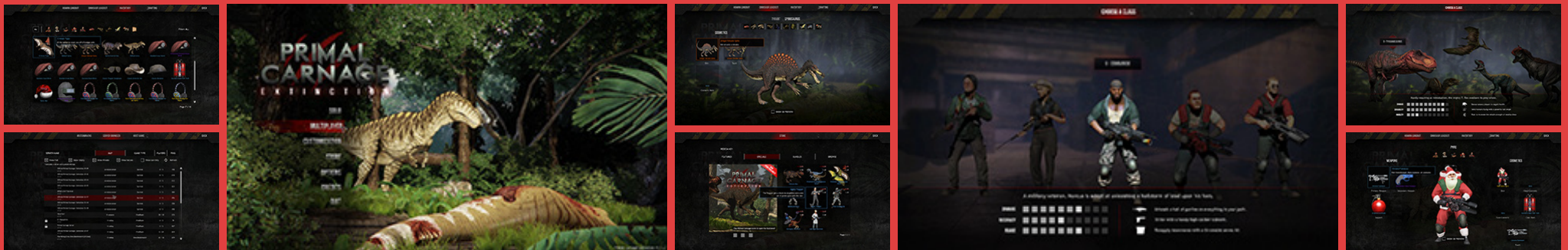
User Interface Engineer
User Interface Artist

Tech:

Unreal Engine 3
Adobe Animate
Adobe Photoshop
Scaleform

Resources:

-  Gameplay Footage
-  Website
-  Steam Store Page
-  Playstation Store Page



[Click for an external link to high resolution image](#)

InFlux



InFlux is a puzzle game that mixes exploration and puzzle platforming in a series of beautiful natural and abstract environments. You are a mysterious metal sphere which falls from the sky, traversing an apparently deserted island dotted with cubic structures of glass and steel. Each glasshouse is a puzzle to be solved.

I was brought onto the project to create gorgeous, responsive menus and UI for InFlux over the period of several months. Using Flash and Scaleform in Unreal Development Kit the goal was to marry simplicity with accessibility. One of the core pieces of intended functionality was to allow the player to switch between Mouse/Keyboard and Controller at will by just picking up and using either.

In addition I helped create marketing material and assisted with game at the PAX Aus Indie Showcase in 2013.

Role(s):

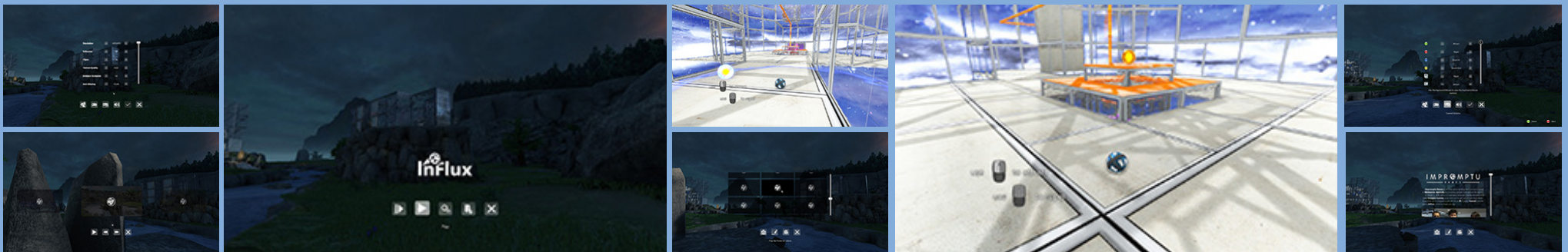
User Interface Developer
Marketing/PAX Assistance

Tech:

Unreal Development Kit
Adobe Animate

Resources:

-  Gameplay Footage
-  Website
-  Steam Store Page



[Click for an external link to high resolution image](#)

*Let's make something
cool together*

Please reach out to me via

