

David John Ogle BSc (Hons) MSc

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Personal Statement

Software Engineering Leader with 14+ years' experience building online games and interactive software across PC, console, mobile and VR. Expertise spanning gameplay, backend services, online infrastructure, XR and medical simulation, from hands-on development through to architecture, technical strategy and engineering leadership.

My mission is to build. I believe successful products are built on strong engineering foundations, effective teams and clear technical direction. I enjoy creating the systems, structures and environments that enable talented people to do their best work sustainably, turning individual strengths into collective success.

I am seeking Technical Director or CTO opportunities where I can shape technical strategy, develop engineering capability and bridge technical and non-technical disciplines to turn complex ideas into practical, deliverable products.

Work History

July 2023 - Oct 2026 Lead Tools & Backend Programmer



- Built and led the Backend and Tools function, establishing the engineering capability required to deliver game services, infrastructure and tooling, supporting public playtests reaching 5,000 concurrent players across 200+ server instances with architecture designed for future scale
- Improved engineering resilience by reducing knowledge silos across Backend and Tools through stronger documentation practices, shared ownership of critical systems and deliberate opportunities for engineers to broaden technical expertise
- Designed analytics strategy and championed the transition from a third-party analytics platform to an internally owned solution, balancing development investment against long-term value and delivering a platform capable of processing tens of millions of player telemetry events, to enable data-driven decision-making across the organisation
- Owned technical partnerships with infrastructure and analytics providers, influencing solution selection and integration while balancing capability, delivery risk and long-term maintainability
- Architected and delivered novel game streaming technology, enabling public demonstrations of the pre-release product and contributing to significant R&D investment across UK and Norway studios
- Authored a patent application for a novel backend architecture, working with patent attorneys and engineering leadership to translate complex technical innovation into protectable intellectual property aligned with company strategy
- Developed engineering capability through recruitment, coaching and performance management, building a high-performing team of six engineers across mid-level, senior and expert-level roles
- Led team performance and wellbeing through regular reviews and proactive capacity management, balancing delivery commitments with sustainable workloads to maintain team effectiveness and reduce delivery risk

Nov 2022 - July 2023 Principal Software Engineer, FundamentalXR



- Provided technical leadership to a multidisciplinary team of four software engineers, product, art and clinical specialists, delivering a suite of multi-user haptic VR surgical training simulations for Meta Quest Pro
- Architected reusable networking primitives that abstracted peer-to-peer synchronisation complexity, reducing implementation overhead and enabling the wider engineering team to rapidly develop multi-user VR training scenarios
- Collaborated with engineering and product leadership to deliver a world-first haptic VR training platform for

training clinicians in the insertion and support of Abiomed Impella heart pumps on Meta Quest Pro, publicly demonstrated by the client to subject matter experts at a major international cardiology conference

- Balanced project scope, technical complexity and delivery timelines through pragmatic architectural decisions, enabling successful delivery despite demanding client expectations and evolving requirements
- Facilitated communication between engineering, art and clinical specialists, translating complex medical requirements into practical technical solutions while maintaining clinical accuracy

Jan 2019 - Nov 2022 Senior Software Engineer, Lockwood Publishing Ltd



- Contributed to the ongoing development of Avakin Life, a large-scale social game serving 200M+ registered users, as part of the Core Technology/R&D team, developing platform capabilities across C++, C#, Unity, Node.js and JavaScript to support product evolution and future growth
- Led the redesign and rewrite of Avakin Life's apartment configuration tooling, working with LiveOps to replace a manual workflow with a dedicated desktop editor. Challenged an incremental feature approach in favour of a scalable solution that reduced content creation from hours to minutes and enabled junior engineers to take ownership of ongoing development
- Mentored junior engineers across Core Technology/R&D, providing technical guidance and knowledge transfer to improve team capability and foster greater ownership of critical systems
- Designed and implemented key components of a server-side asset processing pipeline, enabling dynamic asset generation, caching and delivery to improve performance on lower-end devices and support future user-generated content

May 2017 - Jan 2019 Lead XR Programmer, hedgehog lab



- Established hedgehog lab's XR engineering capability, leading delivery of immersive AR and VR applications and helping shape the company's XR practice
- Defined and implemented a distributed XR platform from concept through to delivery, integrating Unity VR and WebGL applications, Drupal-based backend and content management services, and cloud telemetry systems to deliver personalised virtual experiences and capture user engagement data
- Provided technical leadership for a multidisciplinary team of XR, web and backend engineers across the UK and India, overseeing technical direction, task planning, technical reviews, mentoring and day-to-day delivery
- Worked directly with clients to translate ambitious product concepts into practical architectures, balancing user requirements, technical feasibility and delivery constraints
- Delivered enterprise AR and VR applications for clients including a leading contemporary art gallery and major European energy company, optimising performance and visual fidelity across mobile and standalone hardware platforms

April 2016 - May 2017 Software Engineer, Zerolight Ltd



- Developed cloud-based rendering and video streaming technology, translating Zerolight's high-fidelity 3D automotive visualisation platform into lightweight experiences accessible on low-power devices
- Designed and optimised a Unity video streaming pipeline using C++ and DirectX, identifying rendering bottlenecks and implementing buffering techniques to deliver smooth real-time visualisation experiences for automotive showroom installations
- Developed solutions including cloud-generated panoramic visualisations, enabling high-quality VR experiences on constrained hardware platforms for automotive clients including Audi, Lamborghini and Volkswagen
- Contributed to core platform development across C++, C#, Unity, HLSL and graphics technologies, focusing on performance optimisation and cross-platform delivery

Aug 2012 - April 2016 Technical Lead, Nosebleed Interactive Ltd



- Promoted from Software Engineer to Technical Lead, becoming responsible for technical direction, architecture decisions, code quality and mentoring across multiple game projects built with C++, C#, Unity, OpenGL and HLSL
- Developed a custom 3D engine for Sony-published title *The Hungry Horde*, implementing rendering, animation, physics and optimisation systems on PlayStation Mobile hardware, contributing to Nosebleed Interactive being selected for Sony's PlayStation Mobile Pioneers funding programme
- Led engineering development of *Vostok Inc*, driving decisions on architecture, platform integration and performance optimisation across PC, console and mobile platforms. Designed abstraction layers to manage platform-specific complexity across PlayStation Vita, PlayStation 4, Xbox One, Nintendo Switch, Android and iOS
- Mentored engineers through technical guidance, code reviews and knowledge sharing, supporting recruitment, onboarding and the development of engineering practices that improved team capability
- Completed a year-long contract assignment with Luna 4 Enterprises, leading engineering development of a cross-platform mobile title, defining architecture, integrating cloud services and analytics, and mentoring junior developers

Qualifications

MSc Computer Games Engineering

Newcastle University

2010 - 2012

Graduated with Distinction. Dissertation focused on the research and implementation of real-time occlusion culling algorithms. Specialised in C++ programming, graphics and game engine development for AAA game technologies.

BSc Computer Science

Newcastle University

2007 - 2010

Graduated with Second Class Honours (2:1). Elected project leader for the final-year software engineering team project, providing an early opportunity to coordinate technical delivery and team collaboration.

Key Skills and Technologies

Technical Leadership: Technical Strategy, Software Architecture, Engineering Leadership, Team Development & Mentoring, Cross-functional Collaboration

Backend & Cloud: Backend Services, Distributed Systems, AWS, Live Services, Analytics & Telemetry

Games Technology: Unity & Unreal Engine, Game Engine Development, VR/XR Development, Console & Cross-platform Development, Real-time Rendering, Performance Optimisation, Shader Programming

Languages: C++, C#, Typescript/Javascript