

WORK HISTORY

Restaurant City – Playfish, Electronic Arts UK

Game Programmer September 2011 – Current

- Implementing new weekly content for the game client using **Actionscript** and **Adobe Flash**.
- Improving and maintaining automation tools for content generation.

Battleships (Commanding Officer and Periscope Pays themes) – WMS Gaming UK

Senior Software Engineer August 2010 – August 2011

- Sole developer of two video slot themes based on the same IP using **C++** and **Lua**.
- Developed small tools outside of work in **C# .NET** to assist tracking and integration of translated assets into the game.
- Set up a render farm on the network for 3D Studio Max.
- Used **CVS** for source control and **TeamTrack** for bug tracking.
- Installed and maintained continuous integration server for two studios using **Jenkins** that also deployed nightly builds to the teams and performed static code analysis on each project.

EA Create (PS3, PS2, Wii, 360, PC) – Bright Light, Electronic Arts UK

Support Programmer January 2010 – July 2010

- Updating and maintaining tools and pipeline for transferring data between Perforce servers to and from outsourcers using **C#**.
- Monitoring code and data daily builds including maintaining **C#** tools.
- Assisted a Senior Programmer in designing and implementing an on-demand asserts streaming system for the internal **C++** game engine.
- Setup a number of machines for new starters and maintained our internal auto-installer using **C#**.
- Managed and monitored our memory usage and budgets between disciplines.

Unannounced – Bright Light, Electronic Arts UK

Gameplay Programmer June 2009 – December 2009

- Prototyped and implemented features to an existing minigame using **C++**.
- Implemented new features to legacy build tools using **C#** for Outsourcers and Integrators.
- Added support to the internal continuous build tool for passwords and multiple Perforce servers using **C#**.
- Created character sandbox levels which allows Outsourcers to view animations without running the full game.

Need for Speed: Shift (PSP) – Bright Light, Electronic Arts UK

Frontend Programmer January 2009 – June 2009

- Stripped all old game specific graphics in the Frontend screens and worked with an onsite contractor to integrate new NFS graphics using **Adobe Flash** and **Actionscript**.
- Implemented new Frontend screens and flow specific to NFS using **Adobe Flash** and **Actionscript**.
- Developed **Actionscript** interfaces and objects in the engine using **C++**.
- Created the interface and logic for customising the liveries on each car which included dealing with the TRC issues related to UMD and Memory Stick loading and saving.
- Created the interface and logic for Race Kings career progression.
- Used **Perforce** for source control and **DevTrack** for bug and task tracking.

Harry Potter – Half Blood Prince (PS3, PS2, Wii, 360, PC) – Bright Light, Electronic Arts UK

Gameplay Programmer June 2007 – December 2008

- Prototyped and implemented Potions minigame using **C++** with focus on kid testing feedback and gesture recognition (Wiimote, mouse and joystick) to improve player experience.
- Implemented a real time, in-game save data editor for debugging purposes which using the engine's debug rendering framework.
- Provided end user tool support with in-house tools including setting up sandbox levels for prototyping and debugging purposes without affecting the main game data.
- Fixed bugs with Combat minigame and Frontend presentation during the final stages of the project.
- Used **Perforce** for source control, **Buildforge** for disc builds and **DevTrack** for bug and task tracking.

Harry Potter – Order of the Phoenix (PS3, PS2, Wii, 360, PC) - Electronic Arts UK

Level Integrator September 2006 – June 2007

- Implemented mission and metagame logic in scripts using **C++**.
- Level edited zones in **Renderware Studios**.
- Implemented game logic utility functions for use with scripts in **C++**.
- Refracted the game wide help prompt system for Frontend.
- Provided programmer level support to the Level Integration team.
- Used **Perforce** for source control, **Buildforge** for disc builds and **DevTrack** for bug and task tracking.

Ultimate Arcade Games (GBA) – Nocturnal Entertainment Australia

Additional Quality Assurance July 2003 – September 2005

- Provided feedback on bugs and gameplay issues as a Level 0 Contributor (Limited Access).
- Used private newsgroups to send bug reports and game feedback.

PRESENTATIONS

"How I broke into the Games Industry"

Games:Edu North 08 April 2008

GamesIndustry.biz Career fair October 2008

- Primarily aimed at University students looking to work in the industry.
- Highlights mistakes made and steps that could have been taken to improve employability and skills.

QUALIFICATIONS

MSc Games Programming – University of Hull September 2005 – August 2006

Grade – Pass

- C++ Programming and Design
- Advanced Graphics Techniques
- AI and Games Programming
- Physics Simulation
- Distributed and Multi-threaded Systems
- Multi Platform Games Development

BSc Games Computing (Software Development) – University of Lincoln September 2001 – May 2004

Grade – 1st Honours

- C++ Programming (Individual to Groups of 15)
- 3D Modelling and Animation
- Level Design
- 3D Graphics with OpenGL
- Physics Simulation

Sir Joseph Williamson's Mathematical School September 1994 – July 2001

- 4 A – Levels
- 11 GCSEs