

SUMMARY A professional software developer with a keen interest in learning, design and problem solving. Has worked in professional video game development for both entertainment and serious games since 2011. Experienced with both large AAA development studios and smaller startups, working with direct project publishers and with clients from Fortune 500 Companies on multi-million dollar projects. Has led programming teams of various sizes across multiple projects. Has mentored prospective lead programmers, teaching team leadership and organizational skills.

EMPLOYMENT

Improbable, Edmonton, Canada
Game Programmer Nov 2018 to Present
Unannounced Title

Serious Labs Inc., Edmonton, Canada
Senior Lead Programmer Jun 2018 to Nov 2018
Equipment Simulators Core Development

- Introduced practical planning methods which led to a dramatic reduction in overtime and a 100% deliverable task completion rate
- Established strong cross-departmental communications in order to discover and quickly address internal development requirements
- Mentored two prospective lead programmers from identification of career path to their establishment as leads of their own teams

Lead Programmer Oct 2017 to Jun 2018
OneRoom

- After one month on the project the team reached, and have since maintained, a 100% on-schedule deliverable rate
- Introduced policies and procedures on the project that became the precedent for the studio at large

Product Designer Sep 2016 to Oct 2017
On-the-Job Training Simulator

- Directed the product's design across multiple departments from project conception to finalization
- Communicated directly with subject matter experts and clients to ensure product accuracy and desirability
- Developed documentation methods for scenario logic that enabled the scenario team to be scaled up 300% towards the end of the project

Intermediate Software Developer Apr 2016 to Sep 2016
Junior Software Developer Feb 2014 to Apr 2016
United Academy Equipment Operator Training Blended Courses

- Jointly designed and implemented seven game archetypes in over ten blended learning courses with eight different vehicles

KICK Global Training Solutions, Edmonton, Canada

Junior Software Developer

Feb 2015 to Sep 2015

Simultaneous Operations Awareness
Life Rules
Snubbing Competency

- Created validation tools for dialogue and scenario events leading to the prevention of avoidable logical bugs, decreasing Quality Assurance workload

Lionhead Studios, Guildford, UK

Gameplay Programming Intern

Aug 2011 to Jun 2012

Fable: The Journey

- Supported multiple departments, closing the gap between programming, scripting and art

EDUCATION

University of Warwick, Coventry, UK

Sep 2008 to Jul 2013

MEng Computer Science with Intercalated Year

Graduated with a First Class Degree

Millfield Senior School, Street, UK

Graduated July 2008

A Levels in Computing, Physics, Mathematics & Further Mathematics

Graduated with Academic Honours

**NOTABLE
PROJECTS**

Carcassonne Online

Project Lead, Gameplay Programming

Sep 2012 to Apr 2013

A cross-browser multi-player version of the board game Carcassonne written in PHP and JavaScript

Carcassonne Online is available at www.fullfeaturitis.com

Personal Game Development

2005 to present

Video games created during free-time, both working individually and within groups using a variety of languages and environments.

Samples available at www.fullfeaturitis.com

LANGUAGES

- C#
- C++
- Java
- Python
- HTML & CSS
- Unreal Script
- PHP
- Action Script 3
- JavaScript
- Visual Basic

**ENGINES AND
TOOLS**

- Unity
- Unreal
- Visual Studio
- Visual Studio Code
- Flash Develop
- Perforce
- GitHub
- Code Collaborator
- JIRA
- Confluence

INTERESTS

Playing video, board and roleplaying games. GMing long running and one-off role playing games. Walking, gardening and listening to podcasts. Crafts, baking and reading.