

Personal information

Shane Christopher

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Website/Portfolio: <http://shanechristopher.co.uk/>

Nationality: Irish

Date of Birth: 1st May 1985

Work experience

Jan 2011 - Present

Double Negative:

160 Great Portland Street, London, W1W 5QA

Position:

Research & Development Programmer

Primary Responsibilities:

Researching and implementing the latest technology to aid artists in their work on large scale films. Worked on the in-house volumetric renderer developing a node editor for shader creation. Sole developer of a real-time viewer for volume files supporting both openVDB and our in-house volumetric format. Currently working in the shading team on our texture baking and optimisation pipeline including use of Open Shading Language as well as a graphing library and user interface for design of shaders in OSL.

Feb 2007 - Sept 2007

Craughwell Furniture:

Craughwell, Galway, Ireland.

Position:

Photographer and IT

Primary Responsibilities:

Photographing and catalogueing the entire collection of furniture at the store on their website. Also performed maintenance and updates on the computers and servers in the store.

May 2006 - Sept 2006

American Power Conversion:

Ballybrit Ind. Estate, Galway, Ireland.

Position:

Programmer

Primary Responsibilities:

Started with bug-hunting and some graphics work. Moved on to primary programmer on a VB.Net client-server upload tool to allow resellers to upload their sales figures to the companies databases. This included taking into account strict corporate security policies.

Education & Training

Sept 2009 - Sept 2010

Trinity College Dublin: College Green, Dublin 2, Ireland.

Course Title: M.Sc. Interactive Entertainment Technology

Principal Subjects:

This course was aimed at game design and programming in C#, C++ and DirectX. My thesis "Integration of Ray-Tracing Methods into the Rasterisation Process" involved using a GPU based raytracer written in DirectX 9 as the shadow pass in a deferred rendering pipeline. This could be extended into using raytracing for any secondary rays at render time.

Sept 2008 - May 2009

Galway-Mayo Institute of Technology: Dublin Rd., Galway, Ireland.

Course Title: B.Sc. Software Development

Principal Subjects:

I attended the 4th and final year of this honours degree course graduating with a 1.1. This course primarily focuses on teaching good programming practices as well as software engineering methods and team building. Most practical applications were focused on C# and Java.

Sept 2003 - May 2006

Dun Laoghaire Institute of Art, Design and Technology:

Kill Avenue, Dun Laoghaire, Dublin (Ireland).

Course Title:

B.Sc. Multimedia Programming

Principal Subjects:

This course covered a very broad range of fields in computing including programming, graphics and software engineering. I passed the course with merit after receiving a distinction for my project on a graphical population simulator programmed in java.

Personal skills

Social skills:

I bond quickly with a team, attending and organising social events. I have good communication and presentation skills which I've found critical in the workplace.

Organisational skills and competences:

I enjoy organising, leading and being part of teams on large projects while also being willing to help others with their problems in any area.

Computer skills and competences:

- Programming:
 - I am skilled in C++, C#, Java, dx9, dx11, gl4.0, HLSL, GLSL, Python
 - I started programming when I was young in QBASIC, since then I have enjoyed learning several different primary languages as well as looking into many others.
 - Primarily my work has centred around developing on the PC and Xbox using C++, DirectX, C# and the XNA framework. I also have extensive experience both professional and personal working with OpenGL 4+.
- I am skilled at writing clean, readable code for large scale APIs and applications.
- I have experience with handling large applications with a team of contributors in both work, college and personal projects. Before starting work I was involved in online corroborative mods for various game engines.
- I have a good knowledge of computer hardware. I've built computers for myself, co-workers and friends and like to keep up to date with the latest in hardware.
- One of the most important skills I have is the ability to pick up new languages or technologies quickly and intuitively, this has helped me a lot in academic, personal and professional work.

Artistic skills and competences:

10 years experience of 3D modelling (Blender, 3DS Max) and Photoshop primarily aimed at in-game model design and texture work with resource limitations in mind.

Interests:

I have a strong interest in personal programming projects, I am currently working on an OpenGL testbed for custom shaders which will leverage the power of OpenGL 4 GLSL. I've been climbing regularly for about two years doing both bouldering and rope climbing, attending outdoor rock climbing courses and going on climbing trips with friends. I was a member of a University archery group in GMIT and enjoyed practising at home.

References

Professional:

Oliver Harding – Senior Programmer R&D, Double Negative.

Phone: +44 (0)7412597553

Email: oh@dneg.com

Academic:

Michael Manzke - Thesis supervisor, Trinity College Dublin.

Email: michael.manzke@cs.tcd.ie

John Dingliana - Course coordinator and physics lecturer, Trinity College Dublin.

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