Galen Rodger

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I am a Game Audio Programmer with 3 years of industry experience in AAA games, while also having a background in generalist C++/Games Programming.

Industry Experience

Splash Damage (September 2021 - To Present) - Associate Audio Programmer
Projects:

- Project Astrid
- Unannounced Prototype Project

- Native Unreal Engine 5 Audio, particularly:
  - MetaSounds; in engine and custom nodes
  - Audio Modulation
- Audio System development:
  - Dynamic and State-based Mixing Systems
  - Ambience system
- Unreal Insights and Profiling in particular:
  - Object Spawning
  - Asynchronous loading
  - Smart Pointers
- Use of Jira for task and time tracking
- Collaborated closely with Audio Design and other technical disciplines
- Have used RPCs and Replication to setup audio hooks
- System design through TDDs and Miro Boards

Other Roles:

- Event Management and Admin for the Splash Damage fighting game club

Technical Skills

- High proficiency in C++
- High Unreal Engine 5 and MetaSounds proficiency
- Understanding of Perforce and Source Control
- Understanding of Jira workflows
- Knowledge in Python scripting
- Understanding of Wwise and UE4 implementation
- Experience working with Unity

Education

University of Abertay Dundee (2017 to 2021):
BSc Computer Games Technology - 2nd Class Upper

Key modules include Procedural Methods, Programming Animations Systems, Mathematics and Artificial Intelligence and Graphics Programming with Shaders.

- Honours Dissertation titled '*Analysing Music to change Gameplay*'
- Industry Professional Project in UE4 and Wwise.

Other Qualifications

- Clarinet Grade 8, Pass with Merit (June 2017)

Other Interests

- I have a passion in music and enjoy playing Clarinet, Saxophone and EWI. I have been an active member of several Concert Bands and Orchestras in Dundee and in Fife in my past as well as part of a Band during my time at Splash Damage.
- I enjoy building Computers as a hobby.
- In my spare time have been learning Korean as a second language since January 2019.