James Hawk

Senior Engine Programmer and Technical Artist

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Work Experience

CCP Games   2020 - Present
Senior Engine Programmer
Working on the core tech for EVE Online. Development and support of proprietary engine (c++, python). Working on engine tech: scheduling, rendering, CDN, resource handling, build pipeline. Worked as member of team responsible for adding native macOS support. Lead technology investigations and conducted R&D to improve and replace core tech systems.

YesIndieDee Games   2013 - 2020
Founder & Developer
Indie Game Studio. Conceived and developed indie games from scratch, releasing two titles for PC and Android. Developed 3D assets for Unity store.

Abstract Void   2011 - 2013
CTO & Co-founder
Managed and developed innovative projects for large companies. Oversaw installation on-site and managed employees.

Sega – The Creative Assembly   2010 - 2011
Graphics Programmer
Worked on Total War Rome II, developed features such as Parallax Mapping, Displacement Mapping and redesigned texture loading system.

e2v Technologies   2001 - 2005
Technician Apprentice
Lead work in Automated Optical Inspection Systems. Developed software to ensure the quality of Gunn Diode semiconductors.

Education

Sheffield University   2005 - 2010
MENG Software Engineering   ***1st Class***

e2v & Lincoln College   2001 - 2005
HNC Electric & Electrical Engineering   ***Distinction-Merit***

Key Technologies

Languages	C++, C, C#, Python, Lua, CMake, Java, Haskell, Prolog
Libraries	OpenGL, QT, OpenAL, nVidia CUDA
Tools	Perforce, Git, TeamCity, Blender, Unity, Jira, Confluence

Client Work

- Designed and installed e-concierge automation system in high-end London hotel.
- Worked on initial phases of driving monitoring mobile app for leading insurance firm.
- Took over management and upkeep of legacy graphics software for kitchen visualisation software