James Hawk

Engine Programmer and Technical Artist

🌐 http://www.jhawk.co.uk   ✉ JamesRobertHawk@gmail.com   📞 Upon request

Work Experience

CCP Games   2020 - Present
Engine Programmer
Working on the MMORPG EVE Online. Development and support of proprietary engine.
Working on engine tech: 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 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, Ruby, Haskell, Prolog
Libraries	OpenGL, Vulkan, OpenGLES, QT, OpenAL, Android, nVidia CUDA
Tools	Perforce, Git, TeamCity, Blender, Unity, Houdini, 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

Self Published Titles

Slide To Survive [Game]   Released for Android and
Written from scratch in c++, Python, OpenGL, OpenAL, self developed engine.   PC

Commercial art assets   Unity, 3D Models and
Voxel City Tiles, Little Devil Character - available on Unity asset store   Tool Scripts