Scott Davies

Professional Software Developer

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Profile

I am a hard-working published games programmer, currently living in the UK.

Key Skills

- 6 years entertainment industry experience
    - 2 years C++ (Xbox 360 / PS3)
    - 2 years C++/DirectX for bespoke hardware (gambling terminals)
    - 1 year Tools Development for Games (C++/MFC)
    - 1 year as a Technical Designer
- 5 years secondary experience with managed code (C#)
- 2 years industry experience with DirectX with C++ and C#
- 6 months industry experience with native iOS (Objective C) and OpenGLES
- Confident with many middleware suites, including Unity and Gamebryo
- Confident with CSS, HTML, MySQL, PHP and Javascript
- Confident with GIT/SVN and JIRA, Redmine, Trello and Perforce
- Confident with Linux, HTTPS, FTP/SCP, Node.js, Websockets and AJAX
- Familiar with SSRS, Networking (TCP/UDP), Flash (ActionScript), VBScript and Tcl/Tk

Qualifications

- 2:2 BSc Computer Games Programming at Derby University, Sept 2005 – May 2009

    Strengths:
o	Software Development I, II, III	A, A, B
o	Games Design	A-
o	Languages, Platforms and Tools	B+
o	Network Programming	B+
o	Applied Game Development	B+

- 4 A-Levels at St John Fisher Catholic High School (6th Form) (2003-2005) including: Music (B), Computing (B), Maths (D) and 9 GCSEs

Professional Experience

- **Producer - Immense Games (Self Employed)**

Goals and Achievements:
- o Full training using the latest Unity suite of tools to prepare to deliver products on Android, iOS, Windows Mobile, WebGL and PC platforms.
- o Integration of middleware to facilitate in-app purchases, social integration via Facebook, mobile advertising and app-monetisation middleware (TapJoy), tracking software (Google Analytics)
- o Responsible for sourcing and producing artwork, media, design for a fully-featured title "Woodlands Harvest" (WoodlandsHarvest.com), released for Android and iOS.

- **Programmer – Various Gambling Terminal Applications – Mazooma Interactive Games (July 2013 - May 2015)**

Responsibilities:
- o Managed a small team of developers to produce 6 'Tier-1' cross-platform LBO game titles within 10 months, leading to a departmental productivity increase of 300%
- o Solely responsible for integrating cross-departmental submissions from Design, Audio, Art, Stats and Production Leads to produce several bug-free, exciting software products
- o Initiated a workflow overhaul which significantly increased security, productivity and allowed production of a game from spec. to submission in less than half the allocated development time
- o Ensuring all legal GCTS/AGCC requirements and standards are followed and implemented
- o Actively mentoring new software developers throughout the development cycle

- **Programmer – 007 Legends for Xbox 360/PS3/PC/WiiU – Eurocom (Jan 2012 - Nov 2012)**

Responsibilities:
- o Updated, optimised and rewrote several subsystems based on internal and external feedback
- o Worked closely with design to implement and optimise and the existing online and offline multiplayer game modes and implementing new WiiU-only multiplayer game modes
- o Debugging the game according to bugs found manually and via the in-house bug management system for various TCR/TRC issues, and working together with QA to find and implement solutions within a very small time-frame to ensure a rapid turnaround throughout beta to final
- o Worked directly with the core technology team to improve the capabilities of the proprietary networking middleware at socket level

- **Programmer – Goldeneye Reloaded for Xbox 360/PS3 – Eurocom (July 2011 – Dec 2011)**

Responsibilities:
- o Worked dynamically with the team across all areas of the game from beta to final
- o Optimised and managed the multiplayer systems across online and splitscreen modes
- o Managed a 'net-lab' comprising of 18 networked workstations each containing a PC, PS3 and Xbox 360, utilising network traffic tests (NEWT) and presenting experiment data to ultimately help improve performance in the game's online multiplayer

- **Tools Programmer for Eurocom Developments (July 2010 – June 2011)**

Responsibilities:
- o Worked with a number of games team developers throughout Eurocom in order to improve the experience and functionality of a key proprietary software application
- o Maintained a thorough working knowledge of the in-house development process and toolsets used in order rapidly to solve user queries with a dynamic, mature and friendly attitude
- o Agile development of new subsystems inline with dynamic requirements, while providing user support, documentation and maintenance alongside existing tasks
- o Testing, debugging and maintenance of new and existing subsystems

- **Junior Programmer - MotoGP 09/10 & 10/11 for Xbox 360/PS3 – Monumental Games (May2009–June2010)**

Responsibilities:
- o   Solely responsible for implementing from scratch and updating large areas of the game UI
- o   Developed proprietary tools to aid unit testing and design/programmer integration using an external 'Tweakable Variable' system
- o   Working with the UI Artist implementing any mock-ups made in code, exposing artist-friendly 'tweaks' externally, allowing for cross-departmental production per-pixel 'tweaking'

Additional Skills

- Proficient in using standard packages associated with modern PCs for emailing, producing letters, websites, spreadsheets, databases and using any elements of the Microsoft Office suite.
- Have self-produced a number of games and tools as a hobbyist, hosted at ImmenseGames.com
- Basic understanding of conversational German and Italian
- ABRSM (Music) Grade 8 (Distinction) on both Piano and Tuba

About Me

I am very interested in the future development of all facets of the entertainment industry, especially with respect to serious games and 'edutainment'. I am very much interested in bridging the gap between programmer and designer, as I have had most of my experience in both areas, and have been able to fully appreciate the difficulties in communication on both sides. In my spare time I enjoy going to boxing training, going Geocaching, and developing indie games with friends across the Internet.