Albert Elwin

Graphics/Engine Programmer

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Albert Elwin is a professional Graphics/Engine Programmer based in Scotland. After leading development of high-profile Scottish games Killbox and Glitchspace, Albert began collaborating internationally on titles such as #SelfCare and Manifold Garden. Outside of work Albert uses the expertise of a low-level graphics engineer to create interactive visual art.

Education

AUG 09 - JUN 13 **University of Abertay Dundee**
First Class BSc (Hons) Computer Games Technology
Thesis: “Real-Time GPU-Accelerated Path Tracing via OpenCL”

Experience

FEB 15 - TODAY **Biome Collective** · Director/Programmer
Currently a director of Scotland’s first collective for game developers. Responsible for the technology on our projects with the goal of achieving the team's artistic vision and shipping within time/budget. Worked on the BAFTA nominated game Killbox and developed a cross-platform 2D/C++ game engine that shipped multiple titles. Also completed a range of community-based projects.

DEC 14 - TODAY **Self-Employed** · Programmer
Currently running a small programming business developing various off-the-wall projects for local clients. Including a Twitter bot that generates Haiku poems from online news articles and a 3D harmonograph synthesiser which the band *S i N K* use for their live performances.

DEC 14 - MAY 16 **St Andrews University** · Graphics Programmer
Worked alongside Dr. Dhanraj Vishwanath to develop experiments for testing human depth perception. Built a C++/OpenGL stereoscopic rendering framework for running experiments on 3DTVs and VR headsets.

JUN 13 - DEC 14 **Space Budgie** · Co-Founder/Programmer
Co-founded an independent games studio where the team and I worked on the BAFTA winning title Glitchspace. Developed a graphical programming language for the game and various rendering features such as distance field AO and portal rendering.

JUL 13 - MAY 14 **University of Abertay Dundee** · Programmer/Tutor
Worked with Dr. Paul Robertson on a research project for crime prevention via spatial modeling. Developed an interactive visualisation of UK crime statistics using C++/OpenGL. Also worked as an assistant mathematics and programming tutor.

Skills

- Real-time rendering, lighting, procedural generation, visual effects, linear algebra
- Engine development, asset pipelines, profiling/optimisation, memory management
- C/C++, OpenGL, GLSL, Unity3D, C#, WebGL, Javascript