I wrote the initial code to run on the PC which acted as a proof of concept for the algorithm we would use. I also ported the code to the PS3, writing the serial code to run on multiple SPU’s. I also built the basic build system using a basic python script which would allow us to toggle what we built as sometimes we only wanted to build the SPU programs not the PPU executable. Finally, I wrote much of the common classes used to deal with files logging and high resolutions timers.