During this project I did a lot. I wrote the initial PC code and then ported the code to the PS3 to run on multiple SPU’s. I also built the basic build system using a basic python script. I also wrote much of the common classes used to deal with files, logging and high resolutions timers. I’ve been equipped with an enhanced knowledge of the PS3 but this project has also made me better at programming for unique hardware offerings. Also the low level nature of the project has also helped me brush up on my low level programming skills. These skills will certainly help me in future.