Ben Morrow

1160 Mission St #2111
San Francisco, CA, 94103
www.sometext.com
ben@sometext.com
415.335.9753

I am a passionate product-focused developer with management and usability experience. I am fascinated by the boundaries of new mediums and permanently look for opportunities to connect technologies in new ways.

Education

BSc (Hons)
Computer Science
University of Manchester
Graduated June 2009

Computer Science
Undergraduate
St. John's College
Cambridge University
2002-2003

Languages & Platforms

Python
Java
C/++/Obective C
JavaScript/node/Dart
Actionscript
HTML5/CSS
SQL
ML/OCAML
Unix/Linux/Bash

Software

Xcode/iOS
Adobe Creative Suite
Eclipse
Git
Mongo/MySQL
Mathematica

Co-Founder/COO at Symmetry Labs
www.symmetrylabs.com
March 2015 - Present

Symmetry Labs is a design and technology company building the future of beautiful lighting. Worked with three other Co-Founders to secure angel investment. Helped to secure and deliver several large interactive installations for large clients including: Google, Eric Prydz, Uber, Dreamforce, Super Bowl City and others.

Technical work included :
- Optimizing HTML5 shaders (GLSL)
- Building out WebGL/HTML5/Dart/threejs rendering system
- Prototyping DMX protocol control for 30+ show DJ tour (Giraffage)
- Scripting Animation and rendering in Cinema4D
- Site hosting on Amazon AWS/S3/Cloudfront

Engineering Manager at Blue Shell Games
www.blueshellgames.com
March 2014 - March 2015

Managed an effective team of senior engineers. Delivered 10x speed increase in Blue Shell Games' regular content pipeline through creating automation tools and migrating back-end systems to a node cluster, allowing multiple teams and apps in production to share code effectively.

Senior Software Engineer at Blue Shell Games
February 2013 - March 2014

Architected and built features for 1M daily active users of Facebook game Lucky Slots as a full-stack developer in Objective C, Python, Actionscript, Coffeescript and Javascript. Full-stack features (progressive jackpot, powerups) I built directly impacted company revenues.

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TV Gameshow Multi-Device Prototyping System
Contractor at Wild Rover Productions Ltd
September 2012 - Jan 2013

Authored a multi-device platform for prototyping new TV gameshows and creating supporting apps. Built in Adobe Air with native extensions. The platform has been used multiple times in a studio environment to prototype new gameshows.

Senior Software Engineer at Idle Games
February 2011 - September 2012

Created major game features and interactions for a bleeding edge social game as a member of an expert client application team. Major features included: tutorial system, guild system, trade and leaderboards. Idle Worship was a critically acclaimed social game in which players are the "god" of their own island in a multi-player, synchronous, unsharded universe. The game was nominated for a 2012 GDC innovation award.

BBC National Lottery Gameshow System
Contractor at Wild Rover Productions Ltd
January - June 2010, December 2010, May 2011

Designed and built a system for prototyping the UK's BBC-commissioned National Lottery gameshow, Secret Fortune. The system allowed accurate prototypes of a show structure to be easily altered live during pre-studio run-throughs. The system was instrumental in achieving commission of four seasons on BBC One and many international commissions since.

Co-Founder/Creative Director at ConstantComedy LLP
September 2006 – December 2008

Created a new form of entertainment technology and saw it through from conception to launch and beyond. Succesfully raised for £250,000 in seed-funding from the Northern Irish government. Technical work involved writing a custom java server for synchronizing video across simultaneously watching clients and allowing web users to vote live on videos in a "gong show" format. The company was nominated for the 2007 Media Guardian innovation award.