Daniel Crowe

GAMEPLAY PROGRAMMER

PERSONAL STATEMENT

I am a game developer who graduated with a BSc Mathematical Sciences degree in Summer 2019. During my experiences in 4 years of higher education and 2+ years of professional work, I have been self-motivated, hardworking and have responded well to new challenges. I am currently working as a gameplay programmer at Frontier Developments while looking forward to improve my skills further in the future to work with talented teams and create great games!

CONTACT DETAILS

Mobile: 07857-362-010
Email: danielcrw97@gmail.com
Portfolio: https://danielcrw97.github.io/
GitHub: https://github.com/danielcrw97

Home Address:
1 Abbey Meadows
Chertsey
Surrey
KT16 8RA

PERSONAL INTERESTS

- Games and game design (video games, but also board games and card games).
- Football (both playing and watching).
- Music, namely playing the drums in my spare time.
- Films and TV shows.
- Reading both fiction and non-fiction.

SKILLS AND ABILITIES

- Proficient in C++, C#, Lua and JavaScript.
- Strong understanding of common patterns and algorithms in game development, particularly for gameplay and AI (e.g. pathfinding).
- Wide knowledge of 3D math, including vector and matrix operations, collision checking for basic geometry and other concepts such as perlin noise.
- Comfortable using some open source game engines, notably Unity.
- Familiar with developing games for Windows, Xbox One and Playstation 4.
- Experience working in an Agile software environment, including working in a ticket based sprint system and contributing in daily stand-up meetings.
- Skilled in writing documentation (both public and internal) for both technical and non-technical personnel.
- Knowledge of how to use programming software such as Visual Studio, and version control systems such as Github and SVN.
- Able to manage the time constraints of professional development and consistently meet deadlines on time.
- Excellent IT skills, not only in using Microsoft Office but including the use of other documentation tools (e.g. Atlassian products such as Confluence).
- Some skill in other languages/technical tools such as HTML, CSS, Python and Haskell.

Some examples of these skills can be found on my personal page/portfolio at https://danielcrw97.github.io/

CAREER HISTORY

Gameplay Programmer

Frontier Developments (June 2019 - Present)

- Wrote clean, extensible code in C++ to implement new gameplay features.
- Fixed gameplay and AI related defects.
- Created Lua scripts that allowed designers to easily create new content.
- Worked with talented programmers and designers to discuss the potential (as well as the technical caveats) of new design ideas.
- Used a powerful multi-platform engine with a component based system.
- Developed games for Xbox One, PS4 and Windows.
- Optimised code where it was required.

Software Developer

IDBS (July 2017 - July 2018)

- Worked on features and fixed bugs for a multi-dimensional spreadsheet application.
- Wrote maintainable code in a variety of languages including Java, JavaScript, C++.
- Reviewed my peers code, and had my own code reviewed to a high standard.
- Added to a very large code base, including working with difficult legacy code.
- Took part in the design of feature implementations.
- Wrote technical and non technical documentation to explain the product.

EDUCATION

University of Bath

BSc in Mathematical Sciences, Graduated In Summer 2019

- Heavy mix of computer science and maths (about a 60/40 split respectively).
- Learnt a mix of theory and practical knowledge, including probability distributions, 3D vector math and the mathematics used in computer graphics.