

About Me

I am a game developer with almost five years of professional experience working on AAA games since graduating with a BSc Mathematical Sciences degree in summer 2019. During my experiences in 3 years of higher education and 5+ years of professional work, I have been self-motivated, hardworking and have responded well to new challenges. I am currently working as a Gameplay/AI programmer at Rockstar North, working on the latest iteration of the critically acclaimed Grand Theft Auto series.

Outside of work I have multiple interests including football, films and board games. I am also a big TTRPG enthusiast - I currently play in two DnD campaigns and also run one, which has helped improve my RPG design skills.

I am excited to keep learning and further improve my development skills to help make more great games in the future!

Skills

- Proficient in C++, C# and Lua.
- Strong understanding of game development patterns, e.g entity components.
- Comfortable with mathematical concepts useful in game development such as vector math, probability and geometry tests.
- Able to optimise gameplay features to be more performant/use less memory.
- Good eye for helping to design gameplay features satisfying to the player.
- Experienced in using version control systems e.g. Github, SVN and Perforce
- Worked with multiple different engines, both in-house and open source.
- Organised in my time management and in meeting development deadlines.
- Skilled in writing documentation for use by technical and non-technical personnel alike.

DANIEL CROWE

Gameplay/AI Programmer

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Experience

Gameplay/AI Programmer

Rockstar Games

2021 - Present

- Programmed new gameplay features in C++ for the upcoming Grand Theft Auto 6 on PS5/Series X|S - many of which are specifically player facing.
- Implemented certain behaviours for AI entities.
- Helped with the design of how some gameplay features functioned.
- Fixed bugs, many of which involved learning how legacy code worked in a timely fashion.
- Quickly learnt how to efficiently use Rockstars in house engine.
- Exposed options for features to scripters, making sure they were versatile to work correctly in all the possible circumstances they could be used.
- Optimised aspects of the code base by using approaches such as multithreading and timeslicing.
- Reviewed my teams code to find any potential issues/improvements.

Gameplay Programmer

2019 - 2021

Frontier Developments

- Wrote clean, extensible code in C++ to implement new gameplay features.
- Worked on the bulk of development for Jurassic World Evolution 2 which released on PS5, PS4, Xbox One, Xbox Series X|S and Windows.
- Collaborated 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.

Software Developer

2017 - 2018

IDBS

- Worked on features and fixed bugs for a multi-dimensional spreadsheet application.
- Wrote maintainable code in a variety of languages including Java, JavaScript and C++.
- Wrote technical and non technical documentation to explain the product.

Education

2015 - 2019

Mathematical Sciences BSc

University of Bath

- Included a balanced mix of computer science and maths (about a 60/40 split respectively).
- Learnt mathematics applicable in game development, such as matrix multiplication, rotation representations and probability distributions.