Phone: (+44) 07910-390 599
Webpage: http://www.hentula.com
Email: joakim.hentula@gmail.com

Joakim Hentula
8a Church Lane
CV32 7JT
Leamington Spa, Warwickshire
United Kingdom

Curriculum Vitae - Joakim Hentula

Objective

Creating great games, working with talented people.

Profile

A programmer with five years of professional games development experience. Disciplined, hard working and with a knack for problem solving. Does not back down from a challenge and is able to learn, understand and apply new technologies in a well organized and efficient manner.

A naturally supportive team-player who has been told he's a great teacher. Positive, creative, listens well and most of all eager to work with and learn from talented people making great games.

Expertise

- C++ (9 years)
- C# (3 years)
- Python (3 years)
- Audio programming (in-house and AudioKinetic Wwise)
- Multi platform development: Xbox 360, PS3, GamesForWindows, Steam, including TRC/TCR compatability
- Tools development (developed in house real time object editor)
- Network, RakNet and in-house solution (developed game level network serialisation)
- Physics, ODE and in-house solution
- Perforce
- Has experience in various audio (Ableton Live, Cubase) and visual suites (Photoshop, Blender3D, 3DS Max)

Professional experience

- 2011-2012, Codemasters, Audio programmer - GRID 2
  Created new audio mark up tool with real time in game editing, assisted in integrating 3rd party audio middleware.

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- 2010-2011, Codemasters, Audio programmer - DiRT: Showdown
  Joined audio programming team as sole audio programmer for the game, using in house audio solution.
- 2009 - 2010, Codemasters, Game programmer - DiRT3
  Created a data driven component based game system with support for replay and network serialisation. Prototyped and developed USP Gymkhana game mode.
- 2008 - 2009, Codemasters, Game programmer - Colin McRae: DiRT2
  Created the career progression system, several game modes and a framework enabling game modes to run both single player and multi player.
- 2007 - 2008, Codemasters, Game programmer - RaceDriver: GRID
  Created ghost-lap recording/playback system and PC installer, refactored save systems, integrated Games For Windows..

Achievements

Created in house component based game system, supporting replay and network serialisation, that has subsequently been used by multiple teams on multiple projects.

Education

2004 - 2007, University of Skövde - Computer Game Development - Programming (Degree of Bachelor of Science with a major in Computer Science)

Languages

Swedish (native), English (fluent), Spanish (Basic)

References

References will be supplied on request.

Example of previous projects

Please visit http://www.hentula.com for example projects.