**Curriculum Vitae - Joakim Hentula**

**Objective**

Creating great games, working with talented people.

**Profile**

A programmer with eight 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++ (10+ years)
* Python
* C#
* Audio programming (in-house and AudioKinetic Wwise)
* Tools development (in house real time object editor, audio pipeline)
* Multi platform development (Xbox 360, PS3, Steam, TRC/TCR compatibility)
* Perforce
* Has experience in various audio (Ableton Live, Cubase) and visual suites (Blender3D, 3DS Max/MAXScript)

**Professional experience**

* 2015-Present, Codemasters, Audio programmer – Dirt Rally  
  Rewrote early audio reflections system. Vehicle audio.
* 2014-2015, Codemasters, Unity programmer – Undisclosed  
  Joined prototype team as sole programmer working on two game ideas based around user generated content and AI using Behaviour Trees.
* 2012-2014, Codemasters, Audio programmer - GRID Autosport  
  Revamped audio damage systems, audio system optimisations, implemented hot reload solution for audio data.
* 2011-2012, Codemasters, Audio programmer - GRID 2  
  Created audio mark up tool with real time in game editing, assisted in integrating 3rd party audio middleware.
* 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 code to support both local and networked play.
* 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 component based game object system supporting replay and network serialisation. The system 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)

**References**

References will be supplied on request.

**Example of previous projects**

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