**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.
* 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.