sean butler cv

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summary

- console and mobile game development
- c/c++, opengl
- ai & computational creativity
- game design, game level design
- team leadership, software project management, agile, scrum, outsourcing
- unity, unreal & assorted in-house engines
- python, javascript, html, css, bootstrap, mongo, node, aws & assorted web tech

published games

title	platform	role
queen the game	iOS / android	game director
weld hero (totem)	iOS / android	project manager
arriva bus town	html5	game director
clue the music	iOS / android	game director
music festivals	Facebook	game director
meteor storm escape	iOS	developer
indigo bunny	iOS	developer
ghostbusters	nintendo 3ds	pitch & original concept
disney brave	ps3, xbox, wii, ds	pitch & original concept
wipeout 2	nintendo ds	game designer
transformers 3	wii 3ds & ds	pitch & original concept
rango	iOS	game designer
naughty bear portable	iOS	pitch & original concept
mysims sky heroes	nintendo ds	script
my sims agents 2 (cancelled)	nintendo ds	game designer
twilight (cancelled)	nintendo ds	game designer
mysims racing ds	nintendo ds	game designer
the mummy 3 ds	nintendo ds	game designer
indiana jones & the staff of kings	nintendo ds	lead programmer
kim possible 6	nintendo ds	additional programming
monster house	nintendo ds	additional programming
suite life of zack and cody: tipton trouble	nintendo ds	lead programmer
kim possible 4	nintendo ds	additional programming
scooby doo unmasked	nintendo ds	game programmer
malice	xbox & ps2	lead gameplay programmer
xlr8	pc & arcade	programmer
wargames	psx	programmer
glover	psx & n64	programmer

work history

sept 2016 - now / senior lecturer - uwe, bristol

senior lecturer games technology. research grant funding, modules written, team teaching. etc

march 2015 - sept 2016 / founder - truckulus ltd

mobile fleet tracking and loads brokerage project for haulage industry. an innovative saas approach to the backloads problem for large numbers of small hauliers. angel funded, high risk.

february 2013 - february 2015 / game director - soshi games ltd

revamped struggling facebook music game achieving profitability and 25% day 1 retention. responsible for day to day running of several mobile projects in parallel from concepts initiated by ceo. reporting to the ceo & board. vc funded for music industry game concepts.

february 2011 - february 2013 / developer - happy little aliens ltd

self funded micro studio focussing on non-violent iOS games. designed and developed 2 iphone games with distributed team communicating via the internet.

july 2007 - *february 2011 /* game designer - artificial mind and movement

created and maintained game designs in fast paced short duration projects and big budget titles. interviewed new hires. consulted by senior management on all aspects of creative and technical game development. my pitch docs won over $10M in funding with original concepts across multiple platforms.

jan 2005 - july 2007 / programmer>lead programmer - artificial mind and movement

lead team of programmers using c++ targeting the nintendo ds. scoped and scheduled coding. designed and implemented entire range of in game agents and systems. interviewed new hires. consulted by senior management on all aspects of game development.

~2004 / curriculum consulting - johnson county community college

worked with faculty on associate's degree curriculum. provided course content and materials for programming, design, and related modules. advised on choice of texts. provided PR presentations.

sept 1997 - mar 2003 / programmer>lead programmer - argonaut software ltd

led team of gameplay programmers. maintained and extended in house scripting language. interviewed, reviewed and guided junior programmers.

jan 1997 - sept 1997 / programmer - simtex (uk) ltd

wrote physics routines for a futuristic xlr8 pc motorcycle race game. implemented an opengl world viewer allowing staff to check mesh, textures lighting, etc.

sept 1996 - dec 1996 / programmer - blitz games

programmed the sound library for use in wargames game on the psx. designed and implemented a hierarchical polygon subdivision code for use in glover on the ps1.

sept 1995 - sept 1996 / *comp sci* lecturer - department of computing, middlesex university

started the uk's first undergraduate b.sc. games development course using ps1 console hardware, publicity generated reached national media. introduced self peer appraisal to promote reflection as an aide to learning. wrote, taught and examined four modules across the computing track, including programming interactive graphics systems, database systems foundations of computing and c++ programming.

education

1992 - 1996 / incomplete postgraduate ai and cinema theory - SECAMS, lancaster university

developed a prototype ai system that uses a subset of filmic principles to automatically create a "correct" film sequence from a library of annotated mpeg files. queries can be expressed with a simple syntax, and contain no film editing information. developed novel user interface for digital video editing, based on model of video editors at work. taught motif/osf x-windows programming to undergraduates.

1989 - 1992 / computer science b.sc. (hons) - SECAMS, lancaster university

awarded an upper second. studied computer science, software engineering, human computer interaction. also psychology and maths. ran speleology society.

peer reviewed publications

butler, s. and parkes, a. (1997) *film sequence generation strategies for generic automatic intelligent video editing.* special issue on entertainment and ai/alife of applied artificial intelligence (aai).

butler, s. and parkes, a. (1996) *automatic film editing by filmic decomposition of non-filmic queries.* international conference on multimedia technology and management (icmtm), hong kong.

butler, s. and parkes, a. (1996) *spacetime diagrams for film structure representation.* signal processing: image communication, volume 8 issue 4.

parkes, a. p., nack, f., and butler, s. (1994) *artificial intelligence techniques and film*

structure knowledge for the representation and manipulation of video. proceedings of riao 1994, intelligent multimedia information retrieval systems and management. vol. 2. rockefeller university, new york.

butler s., and parkes, a. p. (1994) *intelligent strategies for the presentation of video in intelligent tutoring systems.* educational multimedia and hypermedia annual. ed-media 94, vancouver.

other articles

butler, s. (2019) *Throwing Things*. Seeds: Proczine ed: Jupiter Hadley & Dann Sullivan.

research projects/awards

2020 / *coevolution genetic programming for game mechanic discovery* / principal applicant / £5,000 / genetic programming over a c-like language within a realtime simulation which developed into an ensemble evolution study.

2020 / *heritage wales & art station* / co applicant / £10,000 / gpt2 generated digital postcards and poems from artifacts discovered during visits to flat holm.

2019 / *machine learning for video game level design* / principal applicant / £5,000 / hybrid methods mcts and nn for level design using surrogate model and playing agent for gameplay evaluation.

2018 / *heritage wales & art station* / co applicant / £10,000 / web and mobile 3d visualisation using real world data and historical multimedia of heritage sites in south wales.

industry awards

year	award	result	game	role
2010	canadian video game awards	finalist, best handheld game. nominated best game design	my sims racing ds	game designer
2007	alliance numerique	winner multimedia technical innovation	suite life of zack & cody ds	lead programmer

interests

family, travel, photography. oh yes mustn't forget, i quite enjoy video games ;-)
at university caving was the sport of choice and i ran the speleological society (luss).
but nowadays we like less extreme holidays.