

# **Curriculum Vitae**

## **SEMI ESSESSI**

### **Skills**

#### **Programming Languages**

C, C++, C#, Objective-C, Java, JavaScript, HLSL, GLSL and much more

#### **Experienced Platforms**

Windows 3.1 – 11, most consoles, Linux, Mac OS X, Android, iOS, various VR headsets

### **Work Experience**

#### **Cranium Software Ltd**

**Technical Director** (05/2013-current)

- Known Space app for iOS
- Ghost writing contracts

#### **Robot Radio Ltd**

**Technical Director** (05/2018-current)

- My Spaceship game for Amazon Alexa
- Ghost writing contracts

#### **Red Marmoset Ltd**

**CTO** (09/2021-current)

- Development of indie FPS title
- Contract work with 3rd parties

#### **nDreams Ltd**

**Senior Programmer** (02/2019-02/2020)

- Pitch and early project work with UE4 for LBE and PSVR games
- Some work for Phantom: Covert Ops - VR game based on UE4

**Aqua Moon Games Ltd.** (05/2013-05/2014)

**Programmer**

- Mini Moon Goons Matchup Mayhem - a small puzzle game for iOS and Android using Unity
- Moon Goons Great Escape - a small puzzle game for iOS and Android using Unity
- Goons On The Run - 2D classic cartoon styled infinite runner game using Unity

**Escapist Games Ltd.** (11/2011-04/2013)

**Programmer**

- Star Chart - an augmented reality stargazing app for iOS, Android, Windows 8
- Pogo Guy - a 2D procedural platform game for Mac OS X and iOS
- Writing articles for Intel Software Adrenaline

**Codemasters Ltd.** (11/2010-11/2011)

**Experienced Programmer**

- Design and implementation of graphics/special effects, VSD solution for Bodycount
- Optimisation across whole codebase during last 8 weeks of Bodycount project
- Early tech work on future platforms for other Codemasters projects

**Trillium Software Ltd.** (05/2010-11/2010)

**Junior Developer**

- Design and implementation of UI features for data profiling tools primarily using C++ with MFC, ATL and WTL with some XSLT, HTML, VBScript, JScript, CSS and Tcl.

**Rebellion Developments Ltd.** (05/2009-03/2010)

**Junior Programmer**

- Design and implementation of graphics/special effects and key gameplay features for NeverDead and two projects which were cancelled.
- Implementing game engine features and bugfixes as required for Rogue Warrior, Aliens vs. Predator and NeverDead.

Further work history can be provided on request

### **Education**

(none relevant)

### **Interests & Hobbies**

My primary interests are computer programming (especially graphics), mathematics and physics. I am fluent in a number of programming languages, but enjoy learning new ones as necessary. I've been programming for 32 years, 28 years with C++, but mostly as a hobby. In my spare time I've written some complete pieces of software for general public use, a few game engines and small games as well as simple tech demos. My current projects are varied and include Alexa games, language compilers and VR experiences.