

Curriculum Vitae

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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.