Glenn Kirk

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Background

An experienced developer that has worked successfully in the Games Development and Virtual Production industries. An avid learner with a strong attention to detail and a drive to deliver.

Patents

2021 - Inventor (Part 1) Efficient graphical processing in 360-degree spherical space

2021 - Inventor (Part 2) Efficient graphical processing in 360-degree spherical space

Employment History   *Full employment history available upon request*

Lead Software Engineer (Remote), Nequinox Studios Ltd.
(August 2023 – Present)
Undisputed - Discover an authentic boxing experience. (playundisputed.com)

- ❖ Leading a co-development team of 5 engineers on Undisputed from pre content-complete through to submission
- ❖ Porting the game from PC to XBox Series S/X, Playstation 5, and Steam
- ❖ Planning and implementing the DLC and Entitlements logic across all platforms
- ❖ Planning and implementing controller and user management across all platforms
- ❖ Planning the migration of Cloudscript to Azure Functions
- ❖ Assessing and optimising the gameplay networking code
- ❖ Working with the team to produce high level technical designs and task break-downs
- ❖ Working with production to produce high level task estimates and assess bug priorities
- ❖ Mentoring and supporting the team through regular weekly 1 on 1 sessions
- ❖ Communicating with the client to make sure goals were met on time

Senior Software Engineer (Remote), Nequinox Studios Ltd.
(June 2022 – August 2023)
Unannounced AAA title

- ❖ Working within a multi-threaded proprietary game engine
- ❖ General bug fixing and polish during alpha through to the end of submission
- ❖ DirectX 12 graphics debugging
- ❖ Debugging LUA game scripts

Propriatary Engine Project

- ❖ Initial implementation of the DirectX 12 and Vulkan graphics API's
- ❖ Adding general engine functions and unit tests
- ❖ Modifying Perforce settings and ignore files to prepare for team growth
- ❖ Writing Perforce tools to automate the linking of code check-ins with Reviewboard reviews

Graphics Engineer (Remote), [OffWorldLive Ltd.](#)
(April 2020 – May 2022)

- ❖ Co-Inventor of 2 patents for advanced 360 degree rendering and bloom techniques
- ❖ Researched, designed, and implemented an Unreal Engine livestreaming plugin which has since attained 30,000+ active users, with cinematic camera and 360 degree rendering functionality:
  - ➢ Worked with DirectX 11 and 12 to implement shared GPU textures between Unreal Engine and other local software
  - ➢ Designed and implemented an authentication system within Unreal Engine to solve complex licencing requirements
  - ➢ Integrated libav (FFmpeg) C libraries to add real-time audio/video encoding and RTMP streaming from within Unreal engine
  - ➢ Implemented a telemetry system to gather information on how users interact with the plugin
- ❖ Designed and implemented a WPF automation tool which receives commands over websockets to remotely control Unreal Engine and OBS Studio streaming
- ❖ Carried out profiling and optimisation of code, graphics, and networking
- ❖ Worked closely with external Virtual Production clients to implement custom level and gameplay features in C++ and Blueprints

Freelance Programmer (Remote)
(May 2018 – April 2020)

- ❖ Genres worked on included a 2D platformer, VR astronaut first-person puzzle, and multiplayer match 3 game
- ❖ Working with Unreal Engine 4, Unity3D, and Godot game engines
- ❖ Gameplay and graphics programming for a number of clients

Project Lead / VR Programmer / Designer (Remote, Contract), Holonautic
(November 2018 – February 2019)

- ❖ Planned and executed the development of a new VR project while leading a small team to meet target deadlines and goals
- ❖ Designed the gameplay, levels, and features
- ❖ Gameplay and graphics programming in VR for Unity 3D

Placement Programmer, [Sumo Digital Ltd.](#)
(May 2016 – August 2017)

[Sackboy A Big Adventure - PS5 and PS4 Games | PlayStation (UK)](#)

- ❖ Developed the title from prototype to green-light using the Unity3D and Unreal Engine 4 game engines.
- ❖ Implemented a volume-based water physics system, compatible with any physics object in the game
- ❖ Worked with the art team to implement various particle effects and animations, such as firing turrets, water ripples and spray, and collectable items
- ❖ Worked with the audio team to implement various audio effects using the WWISE platform
- ❖ Implemented camera positioning, movement, and FOV adjustments for player vehicles
- ❖ Implemented a pause menu system for game options and debug settings for development
- ❖ Designed and implemented a dialogue system using Excel, VB.Net, and JSON