James Anderson – Creative Programmer
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Age: 29

OBJECTIVE

To design and develop interesting, fun and unique titles which utilise new hardware and software programming techniques.
To deliver an entertainment experience which has not been seen before.

RELEVANT EXPERIENCE

2005-2009

☐   Employed at Pandemic Studios AU

☐   Gameplay Programmer on Nintendo Wii "The Next Big Thing" open world title.
       Weapon systems, component based data driven game event system,
       track bounds region extrusion tools/pipeline/gameside.

☐   Gameplay Programmer on PS3/360 "The Dark Knight" open world action title.
       Character controls & states, character animation, edge markup data and interactions,
       game event system, data driven upgrade systems, load/save keys, weapons and
       targeting, combat systems, vehicle traffic system, helicopter dynamics & pathfinding,
       bezier splines and rail camera system.

☐   Programmer on Destroy all Humans 2™ XBOX/PS2.
       Multi platform sound engine programmer and sound designer. Ambient emitters, dynamic
       bank swapping, occlusion volumes, environmental reverb, streaming ambience & VO.
       Gameplay programmer. Implemented core gameplay systems, including ingame
       character conversation system.

2004/200

☐   Employed at Perception Pty.Ltd. Sydney based game development studio. Stargate-SG1:
       The Alliance.
       Unreal Engine 2.5 for PS2/XBOX/PC.

☐   PS2: Sound systems, IOP/EE/SPU programming. Multi ADPCM disk streaming for
       dynamic music and speech.
       Sound effect streaming and voice management. Dual channel VAG caching in SPU
       memory. Zone based digital Reverb.
       Unreal class serialisation for savegame on memory card. Audio file packing and fast
       indexing for large datasets.

- XBOX: Sound systems, ADPCM Sound streaming and caching to hard disk. ADPCM music and dialogue streaming from disk.

- PC: Procedural body and facial animation. Deco layer collision system for Unreal Physics and Karma. Deco-layer level of detail system including billboard rendering (imposters) and terrain sector based deco-object clustering (transform reduction).

- ALL PLATFORMS: Dynamic music system utilising segment streaming. Integration of Impersonator 3rd party lip sync module & dialogue system. Unrealscript programming / C++ game programming inlcuding:
  weapons, ai, sound, vehicles, surface effect systems, special effects, UI & UnrealEd.

2003

- Audio and music engineer for Xenobi Studios™. Tasks included foley, sfx and composed original musical score for multi-award winning independent animated film "Blue" (see http://www.xenobi.com/blue for downloadable web version).

- Development of independent game Viking. Contributed all programming / art / sound. (see http://www.jelloknee.com/viking/viking.htm for information and downloadable demo).

- Sound effects and music for Gameboy Advance title "Gearhead Garage Advance", including soundbank and mod generation.

2002

- Employed at Sydac: Creative Engineering Solutions. Worked inside 3dStudio MAX 4.2 API, developing plugin for train simulator level generation tool. 3D graphics programming. Produced sound scape for State Rail project, training scenario utilising 8 channel surround for Virtual Reality centre.

- Sound effects and original music for "Firefighter 2: American Hero" developed by Ratloop, published by Activision Value™ (http://www.mekada.com)

2000/2001

- Employed at Ratbag™ Adelaide-based developer. Engine programming team. Designed and developed re-useable sound systems for Playstation2™ title "World Of Outlaws Sprint Car Racing". Programmed multi-threaded IOP based sound engine, including 3D positional sound, doppler, reverb and occlusion. Multi streaming from disk/CDVD, IOP filesystem and file compression. EE side interface to game engine with communication across SIF via DMA. Low level hardware interface programming, C/C++.

- Responsible for sound design and implementation for WOO:SCR, including in game sound effects, user interface, commentary and music.

- Game design, sound effects and original music for "Firefighter: In the line of duty" 1st person action/arcade title. Published by HeadGames™/Activision™. (http://www.mekada.com)

1998/99

☐ Co-founder and Treasurer of Ratloop, Inc (http://www.ratloop.com) Richmond Virginia, entertainment software engineering company.

☐ Developed 3D 3rd person action/adventure title "Hab-12™". AAA class, Unreleased. Game logic coder, level designer, sound effect engineer and musical score.

☐ "GearHeadGarage™" published by HeadGames™/Activision™. (http://www.gearheadgarage.com) 3D modeler, texture artist, sound effect engineer and music composer.

1997

☐ Lead Programmer & Designer for "Malice™". First person shooter, PC, Utilised Quake™ graphics engine technology. Published US by Quantum Axcess, worldwide by GT interactive™. Produced and maintained code base for award winning commercial project, including PCGamer UK's "1997 Game of Distinction Award" and PCM&E Magazine's "Best Commercial Add-On of 1997".

☐ Sound Engineer for "Malice™". Produced and programmed first class sound effects for commercial project.

☐ Original musical score composed and performed for "Malice™". Composed, recorded and mixed professional quality soundtrack.

1995/96

☐ Lead programmer for "Multi-Models™" published by MacMillan Digital Publishing Ltd. Managed code base for commercial multiplayer add-on.

☐ Sound Engineer for "Multi-Models™". Constructed and coded commercial quality sound bank.

SKILLS

☐ C/C++ programming, seeking fast and creative solutions to mathematical and logistic problems.

☐ Excellent game design and technical systems design skills.

☐ In depth understanding of 3D rendering and realtime game systems.

☐ LUA / TCL / UnrealScript / Actionscript

☐ Sound Engineer. Film/Games(PC, PS2, GBA, Flash).

☐ Music composer. Fully versed in Logic Audio, Cubase, SoundForge, Audition and other

pro audio packages.

☐ Advanced 3D modeling, animating and level design with 3D Studio Max

REFERENCES

References available upon request.