

Joseph Taylor

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OBJECTIVES

I am a keen and enthusiastic software engineer with a passion for both creating computer games and learning. I am seeking employment as a games programmer and would like to be at the cutting edge of the industry. I'm quick to grasp new skills and ideas, arising to every opportunity. Key strengths of mine are problem solving and mathematics. I have a strong interest in artificial intelligence and would love an opportunity to take this further.

EMPLOYMENT HISTORY

Oct 2010 – Present Digital Goldfish Ltd. 31 South Tay St. Dundee DD1 1NP
Programmer.

Jul 2009 – Jul 2010 Cohort Studios Ltd. 28 Greenmarket, Dundee, DD1 4QB
UI Programmer.

ACADEMIC QUALIFICATIONS

Sept 2005 – May 2009 Bsc Honours. degree in Computer Games Technology at the University of Abertay Dundee.

Modules included: C/C++, console development, Direct X and OpenGL, procedural content generation, maths, dynamics, AI, networking, games tools, audio for computer games and multi-threading.

Grade: 1:1 (1st class)

Sept 1999 – May 2005 The James Young High School, Livingston. Grades at:

Higher level: Five As in mathematics, physics, photography, design, graphics and one B in English.

Advanced Higher: C in physics.

SKILLS

C/C++ · C# · Lua · Maths · Physics · UI design/development · Tools ·

AI · Graphics · Multi-threading · PS3/PS2 development · Ray Tracing

PROJECT EXPERIENCE

Cohort Studios

I was employed by Cohort Studios as a UI programmer to work on their latest title, an On-The-Rails shooter using the new Move motion controller. As part of my role I was required to work in two man team developing a flash-like tool (in C#) that could be used to generate an XML and Lua based UI for the game engine. Most of my time was spent developing the engine side of the UI in C++ and creating the Front-End and in-game elements of the UI for the project, using the tool, alongside a 2D artist.

Though I had no prior experience using Lua, I now consider myself proficient with the language and the way it interfaces with C.

Alongside the UI, I worked on various aspects of the gameplay and meta-game and I developed the online and local high scores system, which involved multithreading and use of the Playstation networking API. I consider my time at Cohort hugely beneficial, as it gave me valuable experience and my first step in the industry.

Honours Project

My honours project was a study of how ray tracing can be improved through parallelisation techniques, specifically using multiple core, shared memory architectures. I wrote a ray tracing engine from scratch with features including: a custom made .obj file parser, ambient occlusion, a spatial subdivision algorithm and a few different multi threading techniques.

All components of the project were graded A, with the dissertation being awarded the highest band of A possible.

INTERESTS

While not making computer games, I also enjoy playing them and hold a strong interest in current technologies in related fields. In my spare time I enjoy unconventional traveling, hillwalking, swimming, cycling and photography.

REFERENCES

Gordon Bell – Lead Programmer
Cohort Studios Ltd, 28 Greenmarket,
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Email: gordon.bell@cohortstudios.com

Dr Louis Natanson – Project Supervisor
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