
BEN PARRY – CURRICULUM VITAE

4 Hermitage Road,
Crumpsall, Manchester
M8 5SP

Phone: 07986 263 132
Email: ben.e.parry@gmail.com
Portfolio: www.klumaster.com/portfolio

PERSONAL STATEMENT

I have recently left work as a Software Engineer for a leading video gambling machine developer in preparation for a move to the London area, and am seeking a job in the games industry which will allow me to continue expanding and refining my skill set. I previously graduated from a games-specific university course and since then I have spent a lot of my spare time working on games-related projects for my own education and pleasure.

EMPLOYMENT HISTORY

- 2007-2008 BARCREST
Software Engineer
- Interface programming for video gambling machines, producing new titles and converting/upgrading old ones.
 - Implementation of game logic based on spreadsheet specifications.
 - Working closely with art and design teams to prototype new ideas.
 - Setting up logging and automatic fast testing to guarantee correct behavior over a large number of games.

PERSONAL SOFTWARE PROJECTS (see website for details)

- 2007-2008 STARSHIP SUMO
Java
- 2D collision detection and response for arbitrary convex objects.
 - Mouse control system for player objects.
 - Special case handling for point entities.
- 2006-2007 CEREBRAL CORRUPT
C++, HLSL
- Worked as programmer with a multi-discipline team from concept through to delivery.
 - Implemented a set of “psychological effects” affected by the character’s actions and environment, and affected his capabilities.
 - Developed a number of post-process shaders in HLSL and Source’s own framework, including effects for psychological effects and a sniper scope.
 - Implemented a Relief Mapping/Parallax Occlusion Mapping shader for objects.
 - Implemented four new weapons, including a “Rage Gun” which makes victims attack indiscriminately.
 - Added functionality for aiming a weapon through its sights and making a melee attack.
- 2005-PRESENT SHARD ENGINE / DEAD BY DESTINY
C++, HLSL, Lua
- Implemented a scene management system with XML-based object declarations.
 - Integrated the Newton physics and Lua scripting APIs.
 - Implemented a rendering pipeline featuring Normal Mapping, HDR Lighting and support for custom shaders.
 - Implemented basic GUI functionality.
 - Wrote importer for Getic BSP map data files and stand alone re-lightmapper.

EDUCATION

- 2003-2007 UNIVERSITY OF SALFORD
BSc Computer and Video Games
2:2
- 2002-2003 CITY COLLEGE MANCHESTER
Foundation Art and Design
Merit
- 1995-2002 MANCHESTER GRAMMAR SCHOOL
A-Levels
- Art A
 - Religion and Philosophy B
 - Politics B
 - Classical Civilisation B

SKILLS

- LANGUAGES C++
Java
HLSL
- APIs Direct3D and D3DX
Lua
Newton
- TOOLS Microsoft Visual Studio
Microsoft Visual SourceSafe
Tortoise SVN
Sun Netbeans
Autodesk 3D Studio Max

PERSONAL INTERESTS

Origami, lighting algorithms, contact juggling, PC gaming

REFERENCES

JOE PHILLIPS
Games Manager - Video
Barcrest Games
Margaret Street
Ashton Under Lyne
Tel: 0161 344 1000
joe.phillips@IGT.com

MARK BLEASDALE
Principal Programmer
Barcrest Games
Margaret Street
Ashton Under Lyne
Tel: 07841 590 201
mark.bleasdale@IGT.com