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# BEN PARRY – CURRICULUM VITAE

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## PERSONAL STATEMENT

I am currently working as a graphics programmer in Cambridge where I recently completed my first published title. Due to personal circumstances I now need to find a job in or near to London where I can continue to expand and refine my skill set. I have a good record of going to-and-fro between artists, animators and programmers in order to achieve effects that meet all their expectations.

## EMPLOYMENT HISTORY

2009-PRESENT FRONTIER DEVELOPMENTS

### **Graphics Programmer**

- Working with the art department to produce new shader effects.
- Developing new classes of graphical object eg. grass system, screen surface effects, and extending tools to edit/compile them.
- Profiling and optimization of existing shaders.

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.

## PUBLISHED TITLES



### KINECTIMALS

Specific features worked on:

- Reactive, artist-placed grass system
- Cursor trail effect
- Analytical antialiasing shader for whiskers
- Saliva and sneeze screen effects
- Fur shader optimisation
- Footprint/tyre track "virtual decal" shader

## SKILLS

### LANGUAGES

C++  
HLSL  
Java

### TOOLS

Microsoft Visual Studio  
PIX  
Autodesk 3D Studio Max  
Microsoft Visual SourceSafe  
Tortoise SVN  
Sun Netbeans

### APIS

Direct3D and D3DX  
Newton Game Dynamics  
Lua

## 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*
- 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

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|-----------|--|---------------|--|
| 2003-2007 | UNIVERSITY OF SALFORD<br><i>BSc Computer and Video Games</i><br>2:2  | 1995-<br>2002 | MANCHESTER GRAMMAR SCHOOL<br><i>A-Levels</i> <ul style="list-style-type: none"><li>• Art A</li><li>• Religion and Philosophy B</li><li>• Politics B</li><li>• Classical Civilisation B</li></ul> |
| 2002-2003 | CITY COLLEGE MANCHESTER<br><i>Foundation Art and Design</i><br>Merit |               |  |

## REFERENCES

JOE PHILLIPS  
*Games Manager - Video*  
Barcrest Games  
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