

Philip Conroy

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Profile

Self-motivated games programmer, looking for a permanent position within the games industry. Able to work both individually and as part of a team. Can work well under pressure and is able to meet deadlines. Produces work to a high standard and has a strong passion for computer games. Quiet but friendly and has a good sense of humour.

Education

2004 – 2007 **BSc Computer Games Science, University of Teesside (2:1)**

Course aimed at teaching the main areas specific to games, including commonly used APIs such as OpenGL and Direct3D.

Final year project titled “Procedural Generation of Environments for use in Real-Time Applications” looked into procedural generation in games. A plugin for Softimage XSI was produced using the C++ API to generate a forest like environment (terrain and trees) suitable for games and other real-time applications.

Modules include: C/C++ Programming, Graphical Mathematics, Algorithms and Data Structures, Games Technology, Principles of Computer Graphics, Rendering, Real-Time Graphics, Games Physics, Game Development.

1997 – 2004 **Sutton High Sports College**

3 A levels: Mathematics [B], ICT [C], Biology [C].

2 AS levels: French [E], General Studies [D].

GCSE: 9 GCSEs all A*-C

Experience

June 2007 - Present - Technical Director – Philanthropy Studios

I designed and created both gameplay and engine (inc. file handling, memory management, graphics, shaders, physics) components for a tech demo, titled 'Synthesia', funded by the DigitalCity, which was a centrepiece of their exhibition in March 2008.

Worked on a licensed children's title for the Nintendo Wii with another local developer for the full duration of the project. Was primarily a game-play programmer, but also developed an audio system, real-time lighting and particle effects for the engine, which will be used for future titles.

Skills

Languages and APIs

Proficient in C/C++, using the Visual Studio and CodeWarrior IDEs, and basic knowledge of gcc.

Experience in using Subversion through TortoiseSVN and SourceSafe.

Creation of tools in C# with Windows Forms 2.0.

Experience with both Direct3D and OpenGL, HLSL shader programming in Direct3D.

Basic knowledge of other languages, including Lua and PHP.

Teamwork and Communication

I can work well both as part of a team and on my own, and can communicate ideas well both to members of the team and to non-technical employees.

Other notable information

Can adapt quickly to new environments, tool-chains and engines.

Experience developing for PC and Nintendo Wii.

Interest and ability to learn new technologies as they arise.

Knowledge of the Windows platform and basic knowledge of Linux.

Interests

Playing piano in spare time. Have achieved grade 8 with the London College of Music examining board. Played at small local events for charity up to a concert hall holding around 1000 people.

References

References are available upon request.