

CURRICULUM VITAE – JAMES DAVIES

Personal Details

James Davies

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Profile

Highly proficient **PROFESSIONAL GAMES DEVELOPER** with extensive experience of **Unity** and **C#** development in the games development industry.

I love new challenges, get excited by new technology and innovation, take great pride in my work and aim to be the best in my field.

Expertise

Unity (C#)	(3.5 years) Very strong skills and knowledge of C# language and great ability to combine with Unity.
.Net Technologies	(12 years) Very strong skills using Visual Studio (C# & VB). Developed many business applications, utilities, websites, XNA etc. from specification through to final installation and documentation.
Access, SQL Server & T-SQL	(6 years) T-SQL/Stored procedures. Strong skills with integration with VB.NET/ASP.NET applications.
Mobile Apps	(6 year) Experience with developing applications for Mobile devices for Microsoft Windows Phone and Apple iOS using Visual Studio, XCode (Objective-C), Java and Unity.
Computer Hardware	(14 years) Very strong skills with computing hardware including building, modifying and specifying high-end PC systems
Embedded C	(2 years) Creating applications for PIC chips and embedding the software into PIC microprocessors.

Employment History

Stick Sports Ltd London	Unity Games Developer	Feb 2016 – Present
<p>My role at Stick Sports is to create the core game-engine code, and provide easy to use API's for third-party libraries, and to create a sharable codebase, while also updating previous titles to fix bugs and reduce the overall file size.</p> <p>Along with these roles, I've also taken on the responsibility of setting up and maintaining a Perforce server / Unity Cache server.</p>		

<p>Relentless Software Ltd Brighton Tel: (01273) 727200</p>	<p>Unity Games Developer</p> <p>My role at Relentless involved working on three large projects for Hasbro, two Hasbro prototypes and two Relentless prototypes.</p> <p>Development utilised Unity with Visual Studio as the main engine and programming IDE. In addition, I used a range of in-house & third-party tools including Zenject, Prime31 and OpenCV. I created a variety of tools for artists, designers and programmers to aid with content pipelines, creating build jobs with Jenkins and creating custom editor scripts for repetitive tasks.</p> <p>I created native plugins for both Android and iOS including an elegant AOT compatible event system for calling C# methods which avoids using Unity's sometimes unreliable SendMessage system.</p> <p>Games worked on include "Furby Boom!" & "Furbacca" (which in the last year has had over 12 million unique users) and "FurReal - My Magical Unicorn", both of which use audio watermarking.</p>	<p>Mar 2014 – Feb 2016</p>
<p>Tombola Sunderland</p>	<p>Windows Phone 8 Developer</p> <p>This contract position with Tombola required investigation into different technologies for developing a bingo game for Windows Phone 8 and with the flexibility of deploying for iOS and Android.</p> <p>My time was spent on looking at MonoGame, an open-source implementation of XNA, and Unity.</p> <p>During my time using MonoGame, I developed a custom game engine which allowed the ability to have both 2D and 3D game elements batched to keep the frame-rate high.</p>	<p>Oct 2013 – Mar 2014</p>
<p>Plugin Media Brighton Tel: (01273) 783794</p>	<p>Intern Games Developer</p> <p>Achieved a position with this company after being introduced to and working with another employee at the GameHack at Pinewood Studios.</p> <p>Most of my time at Plugin Media was spent working on a new game entitled "Leonardo", "Get Well Soon" and "Let's Play" for the BBC. This work included: -</p> <ul style="list-style-type: none"> • Moving 3D vehicles in different environments • Creating "real world" movement behaviour • Writing code to interact with the physics engine • Creating a dynamic directional marker system • Optimising the game to run at 30 fps whilst maintaining gameplay. 	<p>July 2012 - Feb 2013</p>

ILSoft Ltd South Shields Newcastle-Upon-Tyne Email: info@ilsoft.co.uk	Software Developer During Easter and Sumer vacations I worked for ILSoft Ltd, a small software company specialising in bespoke applications. Main projects included: <ul style="list-style-type: none"> • iPhone Applications • Whiteboard application written in C#.Net • Foaling alarm system using Embedded C • USB communication between electronic equipment and PC • Real-time multi-user delivery system 	Mar 2006 – Sept 2013 (Vacation work)
Oak Underwriting plc Chipping Norton Oxfordshire Tel: (01608) 648100	Software / Website Developer I joined this high-net worth insurance company to develop a system which processed user-entered data to help with their quoting procedures. During my time at Oak I worked with a variety of bespoke tools and developed several web applications for the company. The main part of my development work required ASP.Net with VB.Net backed up by MS-SQL databases and Crystal Reports.	Aug 2007 – Sept 2009

Game Jams / Hacks		
Bristol Global Game Jam	I attended the 48-hour Global Game Jam in Bristol where I worked in a team of seven people to produce a game using 3D models as 2D assets. My specific task was to create a 2D Zelda-like tile engine and allow the characters to move around freely.	February 2012
GameHack 2012	I attended a 24-hour GameHack at Pinewood Studios where I worked in a group to produce a game in Unity. My task was to create a procedurally generated ship from a basic mesh and to allow ships to dock/undock with islands. After the event, I was able to obtain an internship with one of the companies who also attended the event.	April 2012
GameHack 2013	I attended the 2013 GameHack at Pinewood Studios. This year the team goal was to create an infinite runner style game based on the theme of childhood using Unity. As a team, we decided to go for StarFox style gameplay. My task was to re-create the StarFox movement style and creating particle effects to match with our theme.	November 2013

Education

University of West of England, Bristol BSc(Hons) Games Technology 2009 – 2012

All aspects of games development including: -

- C## Programming
- 3D Modelling with Maya
- C++ Programming
- XNA Programming
- Python with MEL
- Group Game Project
- Group Post Production

West Nottinghamshire College, Mansfield, Nottinghamshire BTEC First Diploma for I.T Practitioners 2003 – 2004

The Manor School, Mansfield Woodhouse, Mansfield, Nottinghamshire 10 GCSE's including Maths, English and Double Science 1999 – 2003

Hobbies and Interests

- Music
- Motorcycling
- Tennis
- Computers
- Cars
- Studying Japanese Language