

David Beirne

Senior Gameplay Programmer (Group Lead)

Portfolio www.mygamedemos.com

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Key Skills

- Gameplay Programming
- C/C++
- Team Management
- DirectX, OpenGL, CG/HLSL
- Network Programming
- C# Unity
- Game Engine Development
- GUI Development
- Technical Design / UML
- Agile Development
- Project Planning
- Prototyping / R&D

Employment History

Job Title Senior Gameplay Programmer (Group Lead) May 2014 - Present
Employer Codemasters Software Co. Ltd.

At Codemasters I have worked on the massively successful Formula 1 titles for PC and consoles from F1 2015. My primary responsibilities include implementing and maintaining a wide range of gameplay systems from the Penalty System, to the Safety Car, to the Press Interviews and Driver Market found in the game, and many others in between. I split my time between working alongside production in managing my team members and working on the front line of development.

Job Title Gameplay Programmer Jan 2011 - May 2014
Employer Magenta Software Games Ltd.

I worked for Magenta Software as a gameplay programmer primarily. I worked on an unreleased first-person CSI style PlayStation Vita launch title named Broken. A third person platformer Invizimals: The Lost Kingdom released for PS3, and a prototype cooperative title for PS4. I specialised in gameplay, HUD/UI/Menu implementation but also handled some tools programming within their proprietary editor.

Job Title Junior Gameplay Programmer Sep 2008 - Jan 2011
Employer Playbox Ltd.

I started at Playbox working in a three-programmer team for a Nintendo DS game for the Ubisoft Imagine range, which was released worldwide in 2009. Following this I worked as a physics, graphics/tech and gameplay programmer on an arcade-style top-down racing game Bang Bang Racing which I single handily ported from an OpenGL based engine to DirectX on Xbox 360.

Education & Qualifications

Institute University of Abertay Dundee 2007 - 2009
Qualifications PGDip in Software Engineering (Computer Games Technology)

Institute University of Huddersfield 2003 - 2006
Qualifications BSc(Hons) Computer Games Programming 2.1

Others 3 A-Levels, 9 GCSEs (A-C)

References

Allan Findlay Senior Developer Atomicom Ltd.
Tel 07866 179488

Nick Burcombe CEO Playrise Digital Ltd.
Tel 07748 113 842