

Anthony Jack Littlewood Bsc

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Portfolio: <http://antsportfolio.co.uk/>

Personal statement

I am a technically minded person and enjoy working on the engineering side of games development. I have been fluent in C++ for the last 8 years and have been working in the games industry as a programmer for over 4 years. Currently I work in a dual role as a UI Programmer and a Game-Play/Systems programmer as part of the console team at Creative Assembly in Horsham.

Key Skills

- *Extensive knowledge and experience of working with Scale-form ActionScript2, ActionScript3 and flash.*
- *Fluency in C++.*
- *Over 4 Years experience in a commercial environment.*
- *knowledge of Unity.*
- *Experience of motion tracking hardware(Move and Kinect).*
- *Console Development(XBone, PS4,360,PS3,PSP, Wii, PS2).*
- *Scripting(LUA, Python, ActionScript, XML, Ruby).*
- *Graphics Programming(Directx, OpenGL, HLSL, GLSL).*

- *Additional Languages(Java, C#, C).*
 - *Experience of the ScaleForm SDK.*
 - *Experience of Bink SDK.*
 - *Experience of the Sony Phyre engine.*
 - *Web development experience.*
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Games I have Worked On

- *Alien:Isolation PS3, 360, XBOne, PS4,PC*
 - *Adidas MiCoach 24/7 - PS3, 360.*
 - *Let's Dance With MelB -Wii, 360, PS3.*
 - *Project Kane - PC, 360, PS3.*
 - *Stealth Force 2 -Wii, PS2, PSP,PC.*
 - *Skyscraper - Wii, PS2, PSP, PC.*
 - *Real Madrid : Real Football - Wii, PS2, DS,PSP.*
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Games Industry Experience

UI/ Gameplay Programmer - Creative Assembly

(October 2012 - Current)

- ✦ Creative Assembly are the well known development studio behind the Total War series. I worked extensively on the console team to engineer and develop gameplay and UI elements for Alien:Isolation across both current and and last-generation platforms

Programmer - Lightning Fish Games/Chromativity

(October 2010 - October 2012)

- ✦ Lightning Fish games(recently renamed to Chromativity), focus on fitness and motion tracking games, this required me to have extensive knowledge of both Microsoft Kinect and Playstation Move. In addition I also worked as a UI Programmer, and worked very heavily with Scaleform, I have learned flash and ActionScript 2.0 as part of this role.

I also had the opportunity to work with Unity, as part of an alternative project and a prototyping platform.

Gameplay Programmer - Ignition London

(September 2010 - September 2010)

- ✦ I was given an opportunity with Ignition, as a junior gameplay programmer, Unfortunately the project was cancelled, working with Ignition provided me with an opportunity to work on next generation consoles, to work with the CryEngine, and to fully utilise my Lua skills.

Games Programmer - Atomic Planet Entertainment

(May 2008 - October 2008)

<http://www.atomic-planet.com/>

- ✦ Atomic Planet Entertainment were a Games company in Middlesbrough that I had the pleasure of taking a four month placement with, working on a wide variety of genres and developed for many different platforms, the placement gave me experience of cross platform development and work with consoles, I worked on three titles with them, and implemented a number of features into the games I worked on. As well as performing games testing and creating new builds.

Education

✦ 18th June 2009

University of Teesside: Bachelor of Science

(Accredited)

(University of the year 2009):

Computer Games Programming 2:2 (hons)

Casual Games Development Projects

✦ Games Developer, Lead Programmer/Engine Programmer -
DeadWeight Productions(2009)

- ✦ DeadWeight productions were a casual game development group formed from a small group of university students, as a team we

produced a short game "Anacarny" the game was built from the ground up over the period of the university semester, as the lead programmer on the project I built the engine and the game.

✂ Games Developer, Lead Programmer/Programming Manager -Grizzly Productions (2007)

<http://www.grizzlyproductions.co.nr/>

<http://www.warscathed.com>

✂ Grizzly Productions were a casual game development team, as Programming manager, I acted as a mediator between the team leader, and the rest of the team. As well as offering support to the rest of the programmers I managed milestones and negotiated deadlines with the team leader. We completed a concept prototype first person shooter, and an OpenGL based graphics engine.

Non Games Industry Employment

✂ Pure Collection Harrogate, IT Technician (2010)

✂ Pure Collection are a company specialising in high quality clothing, as part of a company upgrade, I was hired for a week long contract to replace the IT and Phone network.

✂ NMR Lab Technician - National Milk Records Harrogate (May 2004 - May 2006)

✂ At NMR I was required to use technical equipment in the testing of dairy samples, daily duties included running/maintaining the machines as well as data entry, loading and preparation of samples, for testing.

✂ IT Engineer - West Yorkshire Police IT Department (2005)

✂ Placement at West Yorkshire police, I was allowed to view and participate in the regular duties and jobs that ICT engineers would have to do, this included call out work, technical support/call centre's/ installation and removals and server configuration.

Portfolio: <http://antsportfolio.co.uk/> Further Examples also Available upon request.
(Note: designed for Mozilla based browsers)