

Joe Coady

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OBJECTIVE:

Pursue a career in games development with a major focus on online gaming.

SKILLS

Languages and Programming

- Experience in a broad range of programming languages
C, C++, LUA, PHP, HTML, SQL, UnrealScript™, Visual Basic, XML, Qbasic
- Experience with a broad range of APIs
DirectX, OpenGL, FMOD, Windows
- Experience with game engines
Unreal 3, Ogre3D

Applications

- Databases: SQL
- Microsoft Office: Word, Excel, Powerpoint
- Graphic and Design: Photoshop, Illustrator, Flash
- 3D Modelling: 3DStudio Max, ZBrush
- Operating systems: Windows, MacOSX, Linux (Mandrake, Ubuntu)

Other Skills

- Excellent communication skills
- Game-play Mathematics: Linear Algebra – Vectors, Matrices, Quaternions
- Ability to adapt to new languages and APIs quickly
- Ability to work under pressure.

EDUCATION:

1999 - 2004 **Coffs Harbour Education Campus**
High School Certificate (HSC)

2004 - 2007 **Qantm College**
Bachelor of interactive entertainment (Games Programming Major)

PERSONAL PROJECTS:

eXeNgNe

A 2D / 3D games programming framework, written completely in C++ using OpenGL as its core rendering backend. Object orientated design making it extremely easy to integrate other systems.

Demo Video:

<http://www.enginecoding.com/eXProject.php?project=eXeNgNe&projectgroup=Projects>

PROFESSIONAL EXPERIENCE:

Programmer
Fuzzyeyes Studios
Brisbane, Australia
2008-2009

Project Name: Edge of Twilight
Languages: C++, UnrealScript™
Engine: Unreal Engine 3

Description:

A third person, action-adventure game developed for the PS3, XBox360 and PC platforms. It presents a unique post-apocalyptic steam-punk fantasy world that has been split into separate realms of day and night. The game play is a mix of combat, exploration and puzzle-solving

Roles and Responsibilities:

My main responsibility for the first year of the project was to develop the A.I system used in the game. I would be given a 3D Model along with starting animations and I would have to implement phase one from the design documents. During this phase I worked closely with both the designers and animators to create something enjoyable for the game.

During the second year I worked on many different aspects of the game. I implemented new game play mechanics such as player combat, volumes, camera systems and editor tools; I even coded more abstract things such as the new Asus Motion Controller into UnrealEngine3 for our game as a possible bundle deal with Asus.

PORTFOLIO:

Portfolio Website:
<http://www.enginecoding.com/>

Portfolio show-reel at:
<http://www.enginecoding.com/eXProject.php?project=!AllProjects!>

REFERENCES:

[Simon Neech](#) , *Game Concept Engineer* , *Fuzzyeyes Studio*
worked directly with Joe at Fuzzyeyes Studio

“I worked closely with Joe for almost 2 years during the production of Edge of Twilight. During this time I found him to be consistency proficient in all areas of game coding. He routinely produced excellent results in an efficient manner; often finding elegant solutions to very difficult coding problems. I was especially impressed by his solution to an extremely difficult spline transition bug that had severely impacted the in-game camera system. When solved it dramatically improved the games performance and assisted me greatly with my design tasks. I would have no hesitation in recommending Joe for any future position in game development or programming duties in general.” November 13, 2009