
ANDY BUCK

Experienced Procedural Visual Effects & Rendering Technology Programmer

Andy@Arbonox.com
Mob - 07793 127387

PROFILE

A procedural visual effects programmer with over 10 years of games industry experience. Strongly focused on results, I take the quality of my work very seriously.

My rare combination of strong technical, mathematical and artistic skills have enabled me to bring efficient, exciting visual effects to life in every project I've worked on. Adding significant value and marketability in every case. The results of which can be found in over 5 million units of sold games.

Over the course of those projects I've been responsible for creating everything from simple particle systems and explosions through to flocks of birds, weather systems and procedural atmospheric models. In the process writing custom memory allocators, high performance collision detection, multithreaded procedural geometry builders, cutting edge rendering technology, file compressors, message processors, input handlers, animation systems and dozens of other critical supporting components.

I have a great deal experience of complete development cycles across all major games platforms on projects targeted for global distribution in multiple languages. I've been involved in all aspects of development from concept and design through production and platform submission to standards and testing. In that time I've managed several small to medium sized teams of developers; Setting tasks, targets and milestones as well as mentoring junior staff members and maintaining high coding standards.

In conjunction with my role as a developer and as a capable communicator I've also spoken at large industry recruitment events and technical seminars to audiences of students and other developers.

SKILLS

LANGUAGES

C/C++
HLSL
C#
Pascal
PHP
Python
Oberon2
Lisp

SYSTEMS

DirectX
Xbox, Xbox 360
PlayStation , PS2 , PS3
XNA
OpenGL
GameCube, Wii
Havok, Mathengine
FMOD,BASS

SOFTWARE

Microsoft Visual Studio
CVS, SVN and SourceSafe
PIX, XBPerfView, GPAD
Photoshop 3.0 - CS2
3D Studio 4 - Max 10
MultiGen Creator
Microsoft Office
Windows 98, 2000, XP, 7
Win32 and DOS

TECHNOLOGIES

Procedural Geometry
Pixel/Vertex Shaders
Post Processing Effects
Multithreading
Animation
Compression/
Data Processing
Script Reading
HTTP Handling

EXPERIENCE / ACHIEVEMENTS

Eutechnyx 2000 - Present Day

Projects

2010- NASCAR, The Game	Lead Visual Effects Programmer
2009 - Supercar Challenge	Lead Visual Effects Programmer
2008 - Ferrari Challenge	Lead Visual Effects Programmer
2007 - Hot Wheels: Beat That	Lead Visual Effects Programmer
2006 - Pimp My Ride	Lead Visual Effects Programmer
2006 - Cartoon Network Racing	Lead Visual Effects Programmer
2005 - Ford Vs Chevy	Senior Programmer
2005 - Big Mutha Truckers 2	Senior Programmer
2004 - Street Racing Syndicate	Project Lead/Senior Programmer
2002 - Big Mutha Truckers	Lead Programmer
2001 - F1 World Grand Prix	AI (and UI) Programmer

Other

2010 - Next Generation @ Sage Gateshead	Guest Speaker
2010 - Expotees - Teeside University	Adjudicator
2009 - Next Generation @ Sage Gateshead	Guest Speaker
2008 - I LOVE GAMES - Nothumbria University	Guest Speaker
2007 - Expotees - Teeside University	Adjudicator
2007 - I LOVE GAMES - Nothumbria University	Guest Speaker

EDUCATION

Degree	BSc(Hons) Visualization (Computer Graphics)	Graduated - June 2000
A-Levels	Mathematics, Fine Art, Physics	
5 A-C GCSEs	including Mathematics, Science and English	

INTERESTS

Programming	Self taught from the age of 14. Formally taught at university.
Game Development	Games I've made in my own time are available on my website
Art and Design	Have paintings and images sold globally. Available on my website or DeviantArt
Board Games	Love playing them and have created a number of well tested prototypes which have resulted in commercial interest
Tabletop Roleplay	Played as a storyteller and games-master since 1986. Still play regularly.
Music Creation	Tracks I've created for my own amusement are available from lastfm and my website
Sword Fighting	Representative of the Bishop Auckland chapter of the Society for the Study of Swordsmanship for 3 years
Archery	Ran the university archery club while in my final university year
Puzzles	I've collected puzzles for years. I own all the good rubics puzzles along with over 100 others.

NOTES

The digital version of this document contains helpful links to additional information. If you are reading this on old fashioned paper then I recommend going to my website (www.Arbonox.com) and enjoying a **CV** with some interactivity. (www.Arbonox.com/AndyBuckCV.pdf)