

# Neil Goodman

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<http://neilgoodman.com>

A professional software developer with over twenty years of commercial experience within the games industry, and in using game engines for non-gaming applications.

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<b>Skymoos Edinburgh</b>	<b>May 2017 – April 2018</b>
<b>Senior Software Engineer</b> / KB13	iOS / Android / C# / Unity

KB13 is a free-to-play, third person deathmatch game for iOS and Android.

- Responsible for the user interface, HUD, and character / weapon customisation.
- Tools for artists to manage and import customisable character assets.

<b>Digimania</b>	<b>May 2002 – April 2017</b>
<b>Lead Software Engineer</b> / Voxelise	Windows / macOS / C# / Unity

Voxelise is a 3D voxel editor that is designed to be easy and intuitive yet powerful, featuring frame-based animation and layers.

- Product designer and lead developer.
- Complex but accessible user interface.

<b>Lead Software Engineer</b> / Minimaker	Windows / macOS / C# / Unity
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Minimaker is an app for creating and posing characters for 3D printers. It allows customisation of a high quality animated 3D character, fine manipulation of the limbs, and interactive painting before exporting as a 3D printable file.

- Posing of rigged characters using constraints.
- Blending of multiple animations and user-specified poses.
- Simple, modern and clean user interface.

<b>Senior Software Engineer</b> / Muvizu	Windows / C# / C++ / Unreal / WPF
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Muvizu is an animation tool using the Unreal 3 game engine to allow inexperienced and hobbyist animators to easily make short 3D animated videos using supplied characters and props.

- Initial architecture and integration of the Unreal 3 Engine.
- Heavily styled WinForms and WPF user interfaces.
- Cross-language API (UnrealScript, C++ and C#) to control and monitor Muvizu externally.

**Runecraft****April 2000 – August 2001****Programmer** / Soldier of Fortune

Dreamcast / C

Converted Soldier of Fortune, a PC game using the Quake II engine to the Dreamcast console. Ported the scripting system, inventory and weapons, and developed a new front-end menu.

**Red Lemon Studios****October 1998 – April 2000****Programmer** / Take the Bullet

Dreamcast / C

Designed and developed a bytecode-interpreted scripting language for controlling cut-scenes and interactive game entities. It was reused in several released titles including the PC game of the sci-fi TV series, Farscape.

**Programmer** / Braveheart

Windows / C++

Originally brought onto the project to assist with the AI of vehicles and foot soldiers, the role grew to include development of the OpenGL and Direct3D rendering systems.

**Digital Animations****June 1997 – October 1998****Lead Programmer**

Windows / C++

Designed and built a modular game engine for prototypes of two entirely different games. This was a major challenge and involved developing physics, collision detection and handling, scripting and rendering modules.

**Gremlin Interactive****August 1995 – June 1997****Lead PC Programmer** / Reloaded

MS-DOS / C

Lead developer on the PC version. First experience of managing a junior programmer.

**Programmer** / Actua Soccer: OEM Edition

MS-DOS / C

Jointly responsible for developing OEM versions of Actua Soccer for 3Dfx, ATI and S3's 3D accelerated graphics cards.

**University of Teesside****September 1991 – June 1995****BSc (Hons) Software Engineering**

Final year dissertation was to develop a game engine in the style of iD Software's Wolfenstein 3D for the Linux operating system, and a low-level VGA driver to support it.

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As well as being a keen gamer, I play the guitar and until moving house in 2014, I ran a successful guitar teaching business in my spare time. I enjoy tinkering with home automation and "Internet of Things" technologies, and prototyping game ideas using the Unity game engine.