

Neil Goodman

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

Skymoos Edinburgh May 2017 – April 2018

Senior Software Engineer / 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.

Digimania May 2002 – April 2017

Lead Software Engineer / 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.

Lead Software Engineer / Minimaker Windows / macOS / C# / Unity

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.

Senior Software Engineer / Muvizu Windows / C# / C++ / Unreal / WPF

Muvizu is an animation suite using a modified 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.

Binary 9 Studios August 2001 - May 2002

Lead Programmer / Pilot Advance

Game Boy Advance / C

Pilot Advance was a space-based action game in the style of Thrust and Oids.

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.

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.