




# James Hawk

Engine Programmer and Technical Artist

 <http://www.hawkjames.com>

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 Upon request

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## Work Experience

### CCP Games

2020 - Present

*Engine Programmer*

Working on the core tech for EVE Online. Development and support of proprietary engine. Working on engine tech: rendering, CDN, resource handling, build pipeline. Worked as member of team responsible for adding native macOS support. Lead technology investigations and conducted R&D to improve core tech systems.

### YesIndieDee Games

2013 - 2020

*Founder & Developer*

Indie Game Studio. Conceived and developed indie games from scratch, releasing two titles for PC and Android. Developed 3D assets for Unity store.

### Abstract Void

2011 - 2013

*CTO & Co-founder*

Managed and developed innovative projects for large companies. Oversaw installation on-site and managed employees.

### Sega – The Creative Assembly

2010 - 2011

*Graphics Programmer*

Worked on Total War Rome II, developed features such as Parallax Mapping, Displacement Mapping and redesigned texture loading system.

### e2v Technologies

2001 - 2005

*Technician Apprentice*

Lead work in Automated Optical Inspection Systems. Developed software to ensure the quality of Gunn Diode semiconductors.

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## Education

### Sheffield University

2005 - 2010

*MENG Software Engineering*

**1st Class**

### e2v & Lincoln College

2001 - 2005

*HNC Electric & Electrical Engineering*

**Distinction-Merit**

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## Key Technologies

### Languages

C++, C, C#, Python, Lua, CMake, Java, Ruby, Haskell, Prolog

### Libraries

OpenGL, Vulkan, OpenGL ES, QT, OpenAL, Android, nVidia CUDA

### Tools

Perforce, Git, TeamCity, Blender, Unity, Jira, Confluence

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## Client Work

- Designed and installed e-concierge automation system in high-end London hotel.
  - Worked on initial phases of driving monitoring mobile app for leading insurance firm.
  - Took over management and upkeep of legacy graphics software for kitchen visualisation software
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## Self Published Titles

### Slide To Survive [Game]

*Written from scratch in c++, Python, OpenGL, OpenAL, self developed engine.*

Released for Android and PC

### Commercial art assets

*Voxel City Tiles, Little Devil Character - available on Unity asset store*

Unity, 3D Models and Tool Scripts