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Curriculum Vitae Philipp Patrick Geyer

Personal Information

- Marital Status: Married
- Nationality: German
- Date of Birth: 04.09.1987 Dachau, Germany
- Residence: London, United Kingdom
- Currently: Software Engineer, Ideaworks Game Studio

I am a confident and competent programmer with a keen interest in making video games. I have had experience both developing for and using many different platforms and environments. I have worked well in teams of various sizes and across disciplines. I am interested in all areas of game development and always love finding out how things work. I also enjoy problem solving.

Experience

- **Ideaworks Game Studio** – May 2010 until present
<http://www.ideaworksgamestudio.com>
I have been a software engineer on four published major iOS titles, providing User Interface programming as well as gameplay, graphics and system architecture. Have worked closely with designers and artists to create usable workflows when creating the games.
 - *Lara Croft and the Guardian of Light*
 - *Backbreaker 2: Vengeance*
 - *Transformers 3: Dark of the Moon*
 - *Call of Duty Black Ops: Zombies*Primary programming language: C++
- **Boogey-Ground** – April 2009 until May 2010
3D XNA Platform game. Working in a multidisciplinary team. Provided programming work with physics, animation, graphics and gameplay.
Primary programming language: C#
- **Prok** – July 2009 until September 2009
2D vertical scrolling iPhone game. Worked in a multidisciplinary team of students and industry professionals from three Dundee based companies. Research into gesture controls for mobile games. Provided programming work for graphics, particle effects and tools.
Programming languages: C++/Objective C
- **Realtime Worlds Programming Competition** – April 2009
Received 3rd prize in a group programming competition hosted by local games company. Was required to create primarily AI based applications on very short time-scales. Required good time and resource management.
Primary programming language: C++

Skills

- Confident using Windows and Unix based operating systems.
- Confident programming for OpenGL and DirectX graphics systems.
- Experience using a variety of game engines such as OGRE, XNA, Oops! Framework, Sauerbraten, Instinct, Maratis3D and Airplay/Marmalade.
- Experience with various programming and scripting languages such as
 - C/C++, C#, Objective C, Java
 - Python, Lua, elisp

Education

University of Abertay, Dundee (2006 until 2010)

BSc(Hons) Computer Games Technology – Lower Second class Honours degree

- Fourth Year (Honours)
Honours project topic: “Can information dissipate over time to create dynamic social environment to aid in game immersion?”
<http://tiara.nistur.com>
Also studied network programming, artificial intelligence and advanced game techniques.

- **Third Year**
Studied mathematics, graphics programming using DirectX, games tool programming using Lex/Yacc, dynamic terrain generation, 3D console development using PS2, sound programming for games using DirectSound and multidisciplinary group project.
- **Second Year**
Studied mathematics, 2D console programming using PS2, 2D graphics programming using Windows API, 3D graphics programming using OpenGL and Japanese Language and Culture.
- **First Year**
Studied mathematics, programming in C++, console development and architecture using Gameboy Advance, 3D media production using Milkshape 3D, Sound production using Soundforge and Cubase and prototype game development using Adobe Flash.

Language Skills

- English: Native
- German: Good
- Dutch: Good
- French: Good
- Japanese: Beginner
- Russian: Beginner

Hobbies and Interests

- **Playing games**
I enjoy playing games to relax, when time allows. Usually I prefer Role Play Games such as the Final Fantasy and Elder Scrolls series', but I also enjoy games such as Master of Orion (DOS), Tekken (Playstation), Portal (PC) and Magic Pockets (Atari ST)
- **Programming**
I have enjoyed experimenting with new technology and programming techniques in my free time from the age of 9. I enjoy having projects I can work on which keep me thinking of new ways to tackle problems. Recently I have also started contributing to the Open Source game engine Maratis 3D.
- **Outdoor activities**
I often enjoy activities such as hiking, cycling, camping and kayaking.
- **Travel**
I enjoy visiting new places, learning about different cultures, meeting new people and being able to see different landscapes.
- **Photography**
I have rediscovered my love for photography and have been attempting to improve at this.

If there are any further questions, feel free to contact me on the details above.