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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: Coventry, United Kingdom
- Current Role: Software Engineer

I am a confident and competent programmer with a keen interest in making video games. I have had experience both developing and using many different platforms and environments. I have worked well in teams of various sizes with multiple disciplines. I am a keen problem solver, enjoy investigating how things work and relish a challenge.

### Experience

- **FreeStyleGames** – May 2013 until present  
<http://www.freestylegames.com>  
Software engineer on several projects, providing user interface, gameplay and systems architecture.
  - Guitar Hero Live (C++)
  - Guitar Hero Live Companion App (C#/Unity3D)
  - Call of Duty Online (Actionscript)
  - Call of Duty Ghosts Companion App (C#/Unity3D)

Also worked on a small R&D team exploring different project ideas using a variety of technologies, such as Virtual Reality, absolute positional controllers, and motion detecting cameras.
- **AppToyz** – January 2013 until May 2013  
<http://www.apptoyz.com>  
Lead software engineer on four iOS and Android projects. Developing with Unity3D and Cocos2D-X.  
Primary programming languages: C# and C++
- **Ideaworks Game Studio** – May 2010 until January 2013  
<http://www.ideaworksgamestudio.com>  
Software engineer on 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 (C++)  
<http://nistur.com/pg-cv01>
  - Backbreaker 2: Vengeance (C++)  
<http://nistur.com/pg-cv02>
  - Transformers 3: Dark of the Moon (C++)  
<http://nistur.com/pg-cv03>
  - Call of Duty Black Ops: Zombies (C++)  
<http://nistur.com/pg-cv04>
  - Wipeout (C#/Unity3D)  
<http://nistur.com/pg-cv05>Primary programming language: C++  

Worked with Marmalade SDK team to provide cross platform solution to port Cocoa applications to Android  
Primary programming language: Objective C

### Skills

- Experience developing for a range of platforms including mobile, games consoles, and desktop.
- Confident using Windows and Unix based operating systems.
- Confident programming for OpenGL and DirectX graphics systems.
- Experience using a variety of game engines and frameworks such as Unity3D, Marmalade, Maratis3D, Instinct, Sauerbraten, Oops! Framework, XNA and OGRE.
- Experience on commercial titles with various programming languages such as:
  - C/C++, Objective C, C#, Java, Lua, Python.
- Experience using various programming languages for personal projects:
  - C/C++, Java, Lua, Python, Haskell, Lisp, Ruby, ASM.

### 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 a 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 a 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

I am a native English speaker and have learned other languages in the past. At this point I can still understand most German, Dutch and French, however through lack of use I am not particularly fluent in speaking it. I have also begun learning Russian, however have not yet progressed beyond a beginner level.

### Hobbies and Interests

- **Programming**  
I have enjoyed experimenting with programming and development 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. Quite often these will lead me to experiment with new technology or languages. I contributed to the Open Source game engine Maratis 3D. I have also started a number of small projects whose aim is to experiment in approaching different programming problems which have become a collection of 'Tiny Little' libraries.  
<http://nistur.com/projects/libraries/>
- **Playing Games**  
I enjoy playing games to relax, when time allows. My taste in games is fairly broad, but I usually prefer Role Play Games such as the Final Fantasy and Elder Scrolls series'. I also enjoy games such as Master of Orion (DOS), Portal (PC) and Magic Pockets (Atari ST)
- **Reading**  
As well as programming related books, I enjoy reading fiction, usually either science fiction or fantasy.
- **Photography**  
I have been attempting to improve my skills at capturing light and images.
- **Travel**  
I enjoy visiting new places, learning about different cultures and meeting new people.

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