




Eddie Long

8 Horatio House, 1 Ridley Road
Wimbledon, London SW19 1ET.

7542909753 
eddie@edmundlong.com 
<http://www.edmundlong.com> 

Profile

I am an enthusiastic software engineer with an excellent academic background seeking to further develop and learn new skills in a challenging position. I am analytical and methodical with strong problem solving skills and an ability to quickly learn and apply technical expertise.

Throughout my 3+ years of industry experience I have become proficient in a wide variety of languages and tools in developing quality software projects on time to a strict specification. I wish to enhance my expertise in a team atmosphere working on cutting edge technology.

Skills

- C++ (3 years, 4 months + 1 year in university) including client, server side, networking and multi-threaded environments.
- Objective C in personal iPhone projects
- MySQL & PostgreSQL (1 year 6 months)
- XML, JavaScript, XHTML, XSD, XSLT
- Python, TCL for tools and build scripts
- Perforce, SVN & CVS
- ActionScript (AS3)
- C# (8 months)
- Unity3D (9 months)
- Asterisk PBX & Adobe ColdFusion (9 months)
- Java, PHP in university
- Orge3D, DirectX, Open GL, Cocos2D
- Visual Studio, Eclipse, XCode + various other IDEs
- Working knowledge of Photoshop & 3DS
- XP, Win 7, OSX (4 years), Ubuntu (1 year)

Work Experience

CybersportsWorld - Senior Game Developer

September 2010 - Present

- Responsible for UI on both Football Supertars (FS) and Striker Superstars (SS) as lead UI developer.
- Created automated headless clients and test harness for Unity client and web backend.
- Developed multiple features singlehandedly for client and server side involving database interaction and KPI logging.
- As part of team assisted in localisation of 6 FS applications, itemisation overhaul and persistent timed player contracts.
- Created chat system, 3d match components, font rendering, XPath XML parsing and user & guest flow for both titles.
- Integrated webservice interaction, created the build system and client deployment process for Unity client.

Sony Computer Entertainment - UI/Gameplay Developer

December 2009 - September 2010

- Primary programmer for dance gameplay for SingStar Dance PS3 title including scoring system with difficulties.
- Integrated PS Move controller libraries into the existing SingStar codebase.
- Assisted in implementation of PS Move calibration and fitting of gestures to calibration data.
- Developed extensible gesture recognition system using positional, rotational and accelerometer device readings.
- Implemented dance capture transcription, data storage and processing for 30+ dance tracks.
- Created a set of debug tools to assist transcribers in tuning the dance gestures.

Beautiful Games Studio - Front End Developer

October 2008 - December 2009

- Was key member of Front End team throughout development and release of Championship Manager 2010 for the PC.
- Responsible for the development of game screens and components, developing a MVC-based component system.
- Created automated UI testing tool to help find UI defects and dynamic in-game XML reloading.
- Implemented a user input recording & playback system to reproduce defects found in-game.
- Gained experience in C++ and STL. Authored solutions that utilised delegation, observer, singleton and visitor patterns.
- Awarded "Best New Signing" at BGS release party for best new hire in 2009.

Learnosity Australia - Developer

September 2007 - June 2008

- Worked as part of a four-man team supporting the Computer Skills Test which is an online exam taken by 60,000+ high school students every year. Was responsible for maintenance of internal metrics and admin sides for the CST.
- Created a new production phone exchange system using Asterisk PBX and PHP that enables students to undertake multiple choice question exams over the phone and converse with students anywhere in the world. The system has since been awarded four international e-Learning awards.
- Supported several governmental agency FarCry CMS sites and back-end administration for the HSC results.

Intel Ireland - Automation Engineer

April 2004 - March 2005

- Played an active role as part of a critical chip-production support team, maintaining the factory hardware and software.

Education

MSc Computer Games Technology

University of Abertay, Dundee

Distinction

September 2006 - January 2008

- Dissertation: Enhanced NPC Behaviour using Goal Oriented Action Planning. The dissertation implemented a GOAP system approach to AI behaviour that planned actions in advance according to the agent current world state. The system was developed and analysed alongside a traditional Finite State Machine AI system to compare behaviour, ease of development, reusability and extensibility amongst other criteria.
- Core Modules: Artificial Intelligence in Games, Mathematics for Games, Programming for PC and XBOX, Console Game Development, Games Marketplace and Game Design and Development.

BSc Computer Science

University College Cork

First Class Honours

September 2002 - June 2006

- Overall average mark of 89% and received a nomination for Science Graduate of the Year in 2006 for highest mark in the class. Awarded a Motorola scholarship for highest mark in the year in 2005.
- Core Modules: Multimedia, Artificial Intelligence, Software Engineering, Databases & SQL, Operating Systems, Virtual Reality, Web Programming, Work Placement, Abstract Data Structures, C Programming and Final Year Project.

Leaving Certificate

Spioraid Naoimh, Cork

600 points (highest possible score)

September 1996 - September 2002

- Received an entrance scholarship from UCC due to Leaving Certificate results. Awarded the 'Eacht an Colaiste' award from Spioraid Naoimh and achieved the Cork Chamber of Commerce award for the highest Leaving Certificate result in Economics in the province of Munster.

Portfolio

- Football Superstars, popular football MMO game for the PC.
- Striker Superstars, a browser based casual football game created in Unity3d. Portable to several other platforms.
- Singstar Dance, a dancing PS3 game that utilises the PS Move and EyeToy camera to recognise and score your dancing.
- Championship Manager 2010, a 2D and 3D PC football management game.
- A 2D flash quiz game with written in ActionScript and integrated with Sharepoint via SOAP for Tullow Oil.
- Muddler, a 2D iPhone & iPad game written in Objective C and Cocos2d currently in development.
- Rac'em, a 3D racing game developed in C++ and DirectX.
- BlokWars, a group project created using Orge3D and C++. Implemented the AI and much of the game logic.
- 2D AI helicopter simulation that runs on a PS2 Linux Dev Kit.
- Revelations, a prototype game developed for the Xbox using Renderware API and C.

Interests

- Have an active interest in iPhone/iPad development and have a game currently in development.
- Keenly interested in sport especially soccer, rugby, golf and running.

References

Excellent references available on request.