Christopher Ravenscroft

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SUMMARY

A bright, self motivated and enthusiastic games industry professional using his knowledge of consumer feedback on current generation titles, game playability and existing technical skills to aid in the design, implementation and balancing of gameplay content.

EMPLOYMENT HISTORY

Sumo Digital   **March 2011-Present**

Position: Technical Designer

Released Titles:

- Xbox Fitness - Xbox One (2013, launch title)
    - Content Team backup Tsar and sub-team lead
    - Gameplay prototyping, logic design and new technology evaluation
    - Full session ownership and content / gesture creation and balancing
    - In-house tool design and pipeline efficiencies

- Nike+ Kinect Training - Xbox 360 (2012)
    - Advanced full body gesture / move detection with form feedback
    - Design, implement and balance gameplay content
    - Game content configuration and linking up of assets
    - General game bug fixing (feedback system, commentary system, UI)

Electronic Arts UK   **June 2007-March 2011**

Position: Community Representative

Responsibilities:

- Moderate and administrate the official Electronic Arts UK online forums whilst interacting proactively with the community
- Regular product feedback reports for the development teams, marketing teams and executives in the UK and US
- Working with all EA titles including Battlefield, Need For Speed and The Sims but later being dedicated to the FIFA series

EDUCATION

Sheffield Hallam University   **2006-2009**

City Campus, Howard Street, Sheffield, S1 1WB

Degree: Bsc (Hons) Software Development (GAMES)

Classification: First Class Honours

Notable modules: Advanced Graphics and Animation Techniques, Effective C++, Object-Orientated Programming, Games Design, Games Software Project Management, Scripting Languages, Mathematics for Modelling and Rendering

The Hayfield School   **1999-2006**

Hurst Lane, Auckley, Doncaster, DN9 3HG

A Levels: General Studies (C), Geography (A), Information and Communication Technology (A), Mathematics (C). AS Chemistry (C).
GCSE: 11 A*-B

SKILLS AND KNOWLEDGE

Languages: C++, C#, Lua, HLSL, Python
Graphics API: DirectX 9, DirectX 10
Software: Microsoft Visual Studio, Microsoft Office, Photoshop, TFS, Fogbugz, FMOD, in-house tools
Version Control: Perforce

PERSONAL PROJECTS

Deferred Rendering with Post Processing
- Developed using C++, HLSL and the DirectX 10.1 graphics API
- Deferred rendering using a directional light and 100 static or animated point lights
- Post processing effects including: High Dynamic Range lighting with adapted luminance, bloom, depth of field

Battle Ground (Game)
- Developed using C++, HLSL and the DirectX 9 graphics API.
- A* path finding with picking
- AI opponent: A* to track human player, bullet evasion, accuracy error for bullets fired
- Difficulty levels affecting: AI accuracy error, multipliers to calculate each node's "danger score" (AI movement), AI bullet damage

Screen Space Ambient Occlusion Demo
- Developed using C++, HLSL and the DirectX 9 graphics API
- Calculates ambient occlusion in real-time, allowing the user to view the scene with or without ambient occlusion or with ambient occlusion only
- Contains various user-controlled parameters to alter the SSAO output including number of samples, number of iterations, sample radius and intensity

INTERESTS

In addition to being passionate about game development I am also a keen gamer, with a particular interest in racing and football titles. I am also an avid football and Formula One fan and enjoy attending football matches and the annual British Grand Prix as well as playing football on a weekly basis including managing a 6-aside team.

REFERENCES

Available upon request.