

🏠 Location

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# GEOFFREY CLARK

🎮 Game Developer

## EXPERIENCE

11/2013 – Current

**Owner**

Unity/C# | desktop, mobile, console

12/2017 – Current

**Senior**

**Software Engineer**

Unity/C# | mobile

01/2016 – 01/2017

**Lead**

**Software Engineer**

Unity/C# | desktop, console

01/2015 – 09/2015

**Chief**

**Technology Officer**

Unity/C# | desktop, mobile

06/2012 – 08/2013

**Senior Programmer**

Unity/C#, Azure/MS-SQL | web

06/2011 – 10/2011

**Programmer**

UDK/UnrealScript | mobile

01/2009 – 11/2009

**Programmer**

C++ | console



**Bag of Bacon Games** Australia, on site

- Small scale freelancing (1 hour - 1 month)
- Large scale freelancing (details below)
- Independent development

**NosyJones Pty Ltd.** Australia, remote

- System design, development, debugging and performance optimisation of **Chicken Pox** (mobile, casual)

**Crytivo Games Inc.** USA, remote

- Developing core features of **The Universim** (Kickstarter, a god game)
- Designing procedural generation of the planet
- Performance optimisation

**Tiara Gaming Inc.** Canada, remote

- Researching technological choices (unannounced title)
- Leading a team of developers
- Specifying tasks

**Games Lab Pty Ltd** Australia, on site

- Implementing the framework of **Slots Central** (Facebook, casual)
- Training junior programmers
- Writing documentation

**Crystallised IP** Australia, on site

- Implementing **Desert Zombie: Last Stand** (a mobile FPS)
- Developing core features
- Performance optimisation

**Krome Studios** Australia, on site

- Developing **Legends of the Guardians** (a 3D adventure)
- Designing and implementing cross-platform UI
- Porting for Wii, Playstation 3, and Xbox360

## EDUCATION

2006 – 2008

**Bachelor's Degree**  
**Applied Computing**  
**Games Technologies Specialization**

**Ballarat University** Australia

High-distinctions:

- Computer Graphics and Animation Programming
- 3D Modelling for Computer Games

## SKILLS

- Solid programming skills: **C#** and **C++**
- Creative solving **algorithmic** & **mathematical** problems
- Good understanding of **AI** methods such as **A\*** and **Behaviour Trees**
- Cross-platform development on previous & current-gen **consoles**, **mobiles**, **web**, and **desktop**
- **Leading** and **training** teams of up to 12 programmers
- Agile working processes; including **Scrum** and **pair-programming**
- Familiarity with various version control systems: **Perforce**, **SVN**, **TFS**, **Git**, **Mercurial**, and **Plastic**

## ABOUT ME

2018 sees my professional game programming career reach it's 10th year, and my time as a game developer hit 2 decades. I've worked on everything from text-based MMOs on linux through to third-person shooters on mobile phones. Done the 'solo dev' thing, and worked in 300-man teams. I am looking forward to what my next decade of experience will offer.

