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GEOFFREY CLARK

🎮 Game Developer

EXPERIENCE

11/2013 – Current

Owner

Unity/C# | desktop, mobile, console



Bag of Bacon Games Australia, on site

- Spontaneously developing cool game ideas
- Enjoying independence
- Freelancing

01/2016 – 01/2017

Lead

Software Engineer

Unity/C# | desktop, console

Crytivo Games Inc. USA, remote

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

01/2015 – 09/2015

Chief

Technology Officer

Unity/C# | desktop, mobile

Tiara Gaming Inc. Canada, remote

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

06/2012 – 08/2013

Senior Programmer

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

Games Lab Pty Ltd Australia, on site

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

06/2011 – 10/2011

Programmer

UDK/UnrealScript | mobile

Crystallised IP Australia, on site

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

01/2009 – 11/2009

Programmer

C++ | console

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

2017 sees my professional game programming career reach it's 9th year, and my time as a game developer hit year 19. 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.