



James Hawk

Senior Engine Programmer

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 Upon request

 github.com/CCPCookies

Work Experience

CCP Games

2020 - Present

Senior Engine Programmer

- Working on core tech: EVE Online, EVE Frontier & EVE Vanguard.
- Development and support of multi game proprietary engine (c++, python).
- Took lead role in engine modernisation described by the company as 'huge' [1]. Reverse engineered and replaced 20 year established task scheduling system.
- Migrated CDN in live game environment.
- Part of team responsible for adding native macOS support for EVE online.
- Lead investigations and conducted R&D to improve and replace core tech systems.

YesIndieDee Games

2013 - 2020

Founder & Developer

Indie Game Studio. Conceived and developed indie games from scratch atop proprietary in house engine. Developed 3D assets for Unity store.

Abstract Void

2011 - 2013

CTO & Co-founder

Managed and developed innovative projects for large companies. Oversaw installation on-site and managed employees.

Sega – The Creative Assembly

2010 - 2011

Graphics Programmer

Worked on Total War Rome II, developed features such as Parallax Mapping, Displacement Mapping and redesigned texture loading system.

e2v Technologies

2001 - 2005

Technician Apprentice

Lead work in Automated Optical Inspection Systems. Developed software to ensure the quality of Gunn Diode semiconductors.

Education

Sheffield University

2005 - 2010

MENG Software Engineering

1st Class

e2v & Lincoln College

2001 - 2005

HNC Electric & Electrical Engineering

Distinction-Merit

Key Technologies

Languages	C++, C, C#, Python, Lua, CMake, Assembly x86-64, Java
Libraries	OpenGL, QT, OpenAL, nVidia CUDA
Tools	Perforce, Git, TeamCity, Blender, Jira, Confluence

Client Work

- Designed and installed e-concierge automation system in high-end London hotel.
- Worked on initial phases of driving monitoring mobile app for leading insurance firm.
- Took over management and upkeep of legacy graphics software for kitchen visualisation software

[1] <https://evefrontier.com/en/news/moving-into-the-future-upgrading-to-python-3>