

Mr Samuel William Hughes

Personal Data:

Main Address: Available On Request

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Date of Birth: Available On Request

Nationality: British

Personal Statement:

A highly motivated and creative Software Engineer working in the Computer Games Industry with very strong problem solving skills and technical abilities particularly in C++ and object oriented programming. Committed to inclusive team approach based on experience gained through construction, and collaborative programming projects.

Employment:

Aug 2011 - Present: **Double Eleven – Core Engine/Network Developer**

Currently working at Double Eleven as member of the Online and Automation Group providing services for all online projects throughout the company as well as technology development for in house proprietary game engine.

Published Titles / Key Projects:

LittleBigPlanet

PS Vita:

During the development of LittleBigPlanet (LBP) PS Vita I worked on extending the existing network manager to work reliably on PS Vita hardware. This included adding platform support and other Vita specific features such as Near and LiveArea integration. I also implemented trial modes, network pass and updated the in game telemetry system, which uploads important game play metrics to the community servers. Other responsibilities included creating and updating numerous User Interface (UI) pages for multi touch. [More Info](#)

LittleBigPlanet

Community

Servers:

The LBP Live Team, combined developer and operations staff, tasked with deploying a new server environment for the vita title and supporting/maintaining and improving the stability of all the other LBP franchise servers. My role in the project, involved improving stability and reducing costs, whilst ensuring zero downtime to players. The LBP servers boast a higher uptime that the PSN servers they rely on for authentication. [More Info](#)

Frozen Synapse

Tactics:

I was tasked with implementing the network platform support inside the game engine for both Sony PS3 and Vita. This included writing Asynchronous API for both Friends, Messaging and other networking systems. I also implemented a number of game play features as well as a data driven metrics system used for player statistics, tracking and achievements. Other responsibilities included bug fixing and boot time optimisations. [More Info](#)

Limbo PS Vita:

On this project I was responsible for connecting up numerous engine components that I had written for the in house game engine. For example this included the job manager, event system and trophy/achievement system and the odd bug fix. At the same time, I created new features/systems to meet the revised needs of the main client team, continuously integrating them back into our common game engine, aiding cross title development. [More Info](#)

iOS Game

(Personal Project):

I am currently developing a game built for the iOS platform, focusing on social gaming. Utilising key platform features such as multi touch, accelerometer and location data. Backend services will be provided by an advanced version of the game server, developed for my dissertation. This is work in progress. [More Info](#)

Education:

2008 - 2011

BSc Computer Games Programming (Skillset Accredited), University Of Teesside

Third (Final) Year Modules: Advanced Games Software Development, Games Development(Group Project), Multiplayer Game Programming, Procedural Visual Effects, Final Year Project(Dissertation) **Second Year Modules:** Animation and simulation programming, Artificial Intelligence Programming, Algorithms and Data Structures, 3D Graphics Programming, Games Software Development 1, Games Software Development 2 **First Year Modules:** C++ Programming 1, C++ Programming 2, Professional Studies, Games Technology, Technical Asset Creation, Graphical Mathematics

2006 - 2008

Cheadle and Marple Six form College

A-Level: Electronics, Computing, Physics **AS-Level:** Design and Technology

Specific Skills:

Languages / Programming:

Proficient C/C++, C++11, Significant experience with Java, Objective-C, Python, Visual Basic, C#, Limited experience with Lisp • Experienced with object oriented programming • Experienced with game engines and game programming • Graphics programming in DirectX, OpenGL, SDL and software rendering • Communications programming using TCP/IP UDP/IP, Sockets.

Software / Tools:

Visual Studio 2005/2008/2010/2012 • Apple Xcode 3/4 • Subversion, Git • Fully proficient with all office applications

Platforms / SDKs:

Windows, Linux, Mac OS X, iOS 5, Android • Sony PS3/Vita SDK • Xbox360 SDK

Other Skills:

Driving License - Full Clean Category B (Car)
Excellent communication skills, especially with non-technically inclined

Personal Profile:

Ambitions

My short-term goal is to enhance my development skills and techniques to ensure these are up to date and remain at the forefront of available technology. I am enthusiastic with a strong work ethic. Over time my aim is to become a knowledgeable and experienced programming lead or product manager, enabling me to express my creativity and contribute to product design and development. I am committed and reliable, keen to learn and further develop my programming skills and knowledge of the industry. I am a passionate and committed gamer. My motivation is in producing a product which is financially successful, as well as meeting customer demand in taking the gaming experience to the next level.

Personality

I have a positive approach to life, relishing new experiences and challenges, including working hard and solving problems. My work experience has given me the skills and confidence to operate as part of a project team and helped me recognise the different strengths, talents and specialisms individuals bring, which are essential for successful team working. Although I am able to work well as part of a wider team, I am also more than comfortable taking the lead as I have the drive and ability to motivate and direct others.

Interests / Research / Hobbies:

I have a wide range of interests but my passion is technology and gaming. I spend a considerable amount of time researching to keep abreast of developments in the computer science industry as well as the gaming world to ensure my knowledge is current and cutting edge. My current interest and research is focused on multi-core development and its potential. My passion for networking and parallel systems both converge with my interest and research in distributed systems. In my spare time I'm a recreational Scuba Diver and working on developing this up to Master Scuba Diver level.

References:

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