

Brad Ellis

I am a motivated software developer with an MSc and BSc in computer science. My main skills are C++ and Lua, and I have professional experience developing on both Windows and macOS for desktop and mobile platforms. I enjoy finding creative ways to solve problems, particularly if I learn something new in the process. My ideal role would be one where I can grow my skills while developing high-quality applications.

Experience

Feral Interactive
Junior Software Developer

Feb 2014 – Sep 2020

- Used C++ on many ports of AAA games, often from initial setup to bugfixing over the full project lifetime. Notable projects included:
macOS - XCOM 2, Deus Ex: Mankind Divided, Thief (2014), DiRT 3
iOS - XCOM 2, Tropico 3 **Nintendo Switch** - Alien: Isolation
- Worked with Perl to significantly expand a system to automatically benchmark games and collate the results.
- Used Lua to **a)** upgrade the UI editor for Tropico 3, allowing both developers and designers to build the new UI for the mobile port, and **b)** add a number of new features to the game itself.

Education

MSc Computer Graphics Programming, **Distinction** 2011 – 2012
University of Hull

Used C++ and OpenGL/GLSL extensively. Projects included:

- A dissertation that implemented real-time particle systems simulated on the GPU and rendered with different techniques.
- A threaded, networked 2D physics demo using Win32 APIs.
- A racing game prototype for the PS3, as part of a team of five.

BSc Computing Science, **2.2** 2007 – 2010
University of East Anglia

Worked with two others for third-year project on an “edutainment” package for visualising Newtonian physics. Used C++, OpenGL, Win32 API and XML.

Personal Projects

- 3D Model Viewer (“Mongoose”) for Android (2013), previously on Google Play. Used Java, C, and OpenGL ES.
- Jailers (2013), bullet hell game demo. Used Lua and the LÖVE engine.

Personal

E-mail

bradellis@live.co.uk

www

bradellis.co.uk

GitHub

github.com/hispidence

LinkedIn

linkedin.com/in/brad-ellis-developer

Skills

Languages

C++	└ Most
Lua	experience
C	
Perl	└ Some
GLSL	experience
Java	

Applications

Xcode
Visual Studio
Vim
SVN
Confluence & Jira
Wwise
FL Studio

Hobbies

Music composition
Reading and writing fiction
Keyboards
Memory training

References

available on request