

John Laurence Murray

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Educational Details

Name of School: St. Anselm's College **Dates Attended:** September '91 - June '98

'A' Levels

Computers (C grade), A/S Mathematics (C grade), General Studies (C grade)

GCSE Level

10 GCSEs passed

+ Native English

+ Intermediate level of speaking, reading and writing Spanish (self taught living in Spain for 5 years)

Computer / Programming Experience

- Languages: 10+ years C\C++, 5+ years Objective-C/Java/C#/Swift
- Learning Web Tech: Javascript/Typescript/HTML5/WebGL/Angular2
- 8+ years iOS programming (professional and personal)
- Good knowledge of the Android platform (gradle build / native / Android Studio)
- Comfortable with various source control tech (GIT, SVN and Perforce)
- MS Visual Studio C++ compiler/IDE, Xcode, GCC Compiler (+makefiles)
- Unity Editor and scripting
- Basic knowledge of Unreal Engine 4 (Blueprints)
- OpenGL/ES (+GLSL) APIs
- Worked with OpenCV and Augmented Reality libraries
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- 2 years Wii programming (comfortable with NintendoWare)
- 2 years PS2/GC/Original Xbox (+Xbox:Live) programming (mostly network specific)
- Maya/MEL (plug-in and script system)
- Flexible knowledge of various open source libraries (detailed on my website)
- Win32, OSX Cocoa APIs (+Qt, wxWidgets)
- Good extensive knowledge of LUA scripting
- Good knowledge of Microsoft Windows, Mac OSX and Linux

10+ titles released professionally as a programmer (+many more as a tester)

10 personal iOS/Android releases as a programmer

Work Experience Details

Independent Work: SOLOCODO (Freelancer) **Date:** November 2016 – January 2017

Client: **Dr. Juan F. Rodríguez-Testal** – Created TECS (Testal Emotional Counting Stroop) a research tool built to help evaluate a new prototype of emotional counting stroop to aid the early detection of psychosis. My work for this project involved discussing the idea behind the research with Dr. Testal and getting an idea how best to utilise my experience with building applications to design and create a system which could quickly and easily allow the running of tests and record various variables that would generate Excel documentation for easy evaluation and make the data work smarter with other statistical research tools (SPSS) thus allowing the research team to work more efficiently.

Independent Work: SOLOCODO (Freelancer) **Date:** January 2016 – March 2016

Client: **Dsquare** - Ported the game 'The Inner Sea' from Windows to Mac OSX which was released on Steam in March/April 2016. Worked include platform agnostic video and input implementations along with various settings support for video and OpenGL shaders, OpenAL audio support and some light bug fixing and tweaks that I could spot throughout the code.

Independent Work: SOLOCODO (Freelancer) **Date:** July 2013 – December 2015

Client: **M9** - Worked on various parts of the point of sales system from networking to UI implementations. I worked on new feature sets such as menu modifiers which allowed rapid creation of complex menu options and dynamic creation of UI data based on external server based JSON objects detailing various set ups. Most work was done in Objective-C with some Swift integration/conversions of certain objects.

Independent Work: Hidden Games **Date:** July 2011 – Present

Duties: Updated codebase to work on the latest and greatest iOS devices which saw the release of rebuilt versions of Prisoner 84, Cabby and Air Cadets on iOS. Fresh work done on the Android platform which enabled the release of all current projects on Google Play. Project completed for iOS called Firewall – a simple colour matching game. Various other prototypes were worked on using some new technology features which can be seen on my CV website listed in the header. Worked on some Augmented Reality related template projects using OpenCV and arUco.

Name of Employer: Bravo Game Studios **Date:** August 2010 – June 2011

Duties: Lead/Senior programmer – Worked on the Android port of an existing iPhone game, Touch Racing Nitro. This work included conversion of certain interfaces to interact with Java code and general fixes and upgrades. I was Lead Programmer on the Pictionary project (iOS/Android) which was a massively multiplayer online game of the classic board game. I worked on various parts such as the bridge from the Smartfox library to game code, which was also across multiple languages for each platform. The main focus for me was getting all parts of the game coded/scripted and managing the flow and making technical decisions based on the game design. Sadly Bravo/THQ ran out of money before the project could be completed.

Independent Work: Hidden Games **Date:** November 2009 – July 2010

Duties: After finishing Jambo at Full Fat I spent roughly another year working on iPhone projects. In that time I released two games, Cabby and Prisoner 84 please check <http://www.hiddengames.co.uk/> for more information

Name of Employer: Full Fat

Date: August 2007 – Sept 2009

Duties: Technical/Senior programmer – During my initial time at Full Fat I worked on an internal library that was to be used for their Wii titles. In Feb 2008 to Aug 2008 Full Fat were asked to work on Littlest Pet Shop (LPS) with EA. We created 12 out of the 16 mini-games on Wii/PC and were in charge of the PC build. Upon completion of LPS, work started on Jambo Safari! Wii for SEGA, using some of the internal library stated previously. On Jambo I was involved in most of the core systems such as the video interface, initial sound code, scripting (missions plus script-to-game code and the PC-side mission editor), memory management, some gameplay mechanics, controller/gesture code, DVD/Home Menu/Controller TRC compliance and the PC-to-Wii networked tools.

Independent Work: Hidden Games

Date: Jan 2004 – August 2007

Duties: Working as an independent developer. The main drive of the work was to fill various holes in my knowledge of game development and the tool pipelines seen in most top end development companies. This covered a wide range of topics such as graphics, animation, scripting, sound and physics. I feel this made me a much rounder individual and was a much needed learning experience after being involved in only network related work previously. For more information visit <http://john.HiddenNetwork.co.uk>

Name of Contractor: THQ (UK office) / GameOps

Date: 3 month contract in 2004

Duties: This was some contract work I did after being contacted by an agency owned by a co-worker when I was at Empire. Essentially the brief was that THQ Europe offices were going to set up a new budget range to re-release many of their PC games. They wanted a custom menu to pop up to help customers install the title check out any patches/FAQs/PDF Manuals/Websites for that game and also to advertise any new games releases or anything along the lines of PR/promotion. For this I created a custom menu executable along with a hard coded script syntax, that was placed into a root level text file, which allowed them to create the menus, buttons and their actions/link themselves. Initially I created about 8 menus for the games they sent me, which gave them the examples they needed to create any others on their own without my help.

Name of Employer: Blitz Games

Date: Jan 2002 – Sept 2003

Duties: Network Programmer - I was hired to start work on a networked version of the already released Xbox launch game - Fusion Frenzy. It was to be given out as a single level demo when Xbox:Live launched. This was also going to be the basis for the network code in the in-development, unannounced, Fusion Frenzy 2. Unfortunately after 2 months both projects were canned by Microsoft, so work began on other project for primary release on all 4 platforms (PS2/GC/Xbox/PC) again with network support. This title was in development for about 6 months, and was to be published by Midway, sadly this title was also canned. After this, I moved up to the in-house Engine/Tools team to start properly building the cross-platform network library for use on all platforms which would be utilised by the in-house development teams, within the engine named 'Babel'.

Name of Employer: Midas Interactive \ IEL

Date: Start of April 2001 – December 2001

Duties: Junior Programmer - I was assigned to updating and adding an online menu system for Castrol Honda. I wrote a complete menu system, that had control for many features seen in typical Windows programs (push buttons, scroll bars, mouse over help etc.). I used this system to then gather information about servers, the players and groups online using the various DirectPlay protocols (IPX, TCP/IP) and display them in a menu and enable the user to connect, update and set various game controls. After this I worked on PS1 English conversions for 3 Japanese games.

Name of Employer: Empire Interactive

Date: July 1999 - End of March 2001

Duties: Lead Tester - I was lead tester on Pro Pinball: Fantastic Journey (PC\PSX), The Longest Journey (PC), Battle of Britain (PC), SpeedBall 2100 (PSX) and Pro Pinball: Trilogy for the Dreamcast. I have also worked as a tester on many other games; International Cricket Captain 2, MiG Alley, Sega Rally 2, Ford Racing(PSX\PC), Wargamer, Comanche vs Hokum, International Cricket Captain 2000, Spin Jam(PSX), PipeMania 3D (PSX), Sheep(PC\PSX) and Victorious Boxers (PS2). My jobs included writing test plans for games that were about to come into testing, keeping in constant touch with developers, making sure what versions were on the way, and having meetings about the current bugs that were open. Checking what parts of the games that needed to be tested and by what tester, and managed up to five other testers at any one time.