

Visual Effects Programmer & Artist

MIKE PARSONS - mike@particlelife.com - < other contact details on request >

DEMO REEL - www.particlelife.com

SKILLS

- * Visual Effects Programming (11 years +)
- * Visual Effects Art (11 years +)
- * Game Development Experience (13 years+)
- * 3D graphics programming (14 years +)
- * C/C++ (17 years +)
- * C# (1+)
- * Good team skills. When creating visual effects I work very closely with other artists, designers, animators and the publisher to deliver what is wanted. I also like working in areas that bridge the gap between art and tech and as such enjoy working with both programmers and artists.
- * Good combination of Engineering and Computer Science skill (+ videogame 'hackery') to give the desired results within budget (CPU, memory and real world time) without having to rely on the often more expensive 'text book solution'.

Tools of the trade -

- * Visual Studio
- * Custom made effects tools
- * After Effects & Maya Dynamics (for generating animated FX textures).
- * Photoshop
- * 360 and PS3 development tools
- * Visual SourceSafe, Perforce

Practical knowledge of -

- * Unreal Editor 3 – Cascade
- * Xbox vertex and pixel shader programming
- * MAX SDK (2.5 years)
- * Assembler, SQL, BASIC

EMPLOYMENT

Visual Effects Supervisor - Nihilistic Software Inc (Video Game Development),
Novato, CA, USA
(2001-current)

* **<TO BE ANNOUNCED> (3rd person action game. Xbox 360 and PS3)**

ART: I created all in game particle effects.

CODE: I wrote a number of tools in C# to support effects development. *Illusion* – The main particle system editing tool. *Glutex* – A texture wrangler for quickly building animated textures for video games. *TaskForce* – A production tool that integrates with Perforce to track assets that have effect requirements.

* **Konami – 'ZOMBIE APOCALYPSE' (Arcade style zombie game. Xbox 360 and PS3)**

ART: I created all in game particle effects.

A total of around 500 unique effects.

CODE: I programmed the entire particle system engine.

*** THQ - 'CONAN' (3rd person action game. Xbox 360 and PS3)**

ART: I created all in game and cutscene particle effects. A total of over 2000 unique effects. I also took over all effects tagging duties for this project.

CODE: I programmed the entire particle system engine.

*** EA - 'MARVEL Nemesis' (3rd person fighting/action game. Xbox, GC, PS2)**

ART: I created all the particle effects. This included effects for 18 Superheroes, 9 peons, Alternate versions of all superheroes + all level and cutscene effects. A total of 2076 unique effects.

CODE: I programmed the entire particle system engine.

*** Blizzard - 'StarCraft:GHOST' (3rd person stealth/action game. Xbox, GC, PS2)**

ART: I created all the particle effects. A total of around 1000 unique effects.

CODE: As 1 of 4 programmers on this game I wrote the entire particle system engine, created and maintained the shell of the game, coded and built all menus and in-game UI, designed and implemented all of the mini-games.

Programmer + Some effects Art - Bits Studios Ltd (Video Game Development), London, UK (1997-2001)

*** Midway/Kemco - 'Thieves World'/'Rogue Ops' (3rd person stealth game. Xbox, GC, PS2)**

I spent 1.5 years working on *Thieves World*. It was later reworked and released as *Rogue-Ops*.

ART: Some particle effects. My surviving visual effects in the finished game are the laser planes and beams.

CODE: I worked on general gameplay code, some visual effects code and I designed and implemented mini-games.

*** Nintendo - 'RIQA' (3rd person action/adventure game. N64)**

I spent 2.5 years working on *RIQA*.

ART: Some particle effects.

CODE: I wrote all the tools (using the 3D Studio MAX SDK), created and maintained the database of all the game data and worked on general engine programming including some effects code.

Following my graduation I worked as part of an independent development team making a game for commercial distribution. It was never completed however.

(1996)

Thales Training & Simulation (Flight Simulation and Training Systems), West Sussex, UK. (1990-1992)

I was chosen to be part of a sponsorship program for Thales Training & Simulation. This meant that I was paid to study and I worked in company during the college breaks.

EDUCATION

BEng (Honors) Double Degree in Computer Science and Electronic Engineering, University of Sussex, East Sussex, UK.

(1992-1996)

For my final project I created a 3D animation and modeling system. My project contained a working character animation system, parabolic surface tools system and a flexible building block system for creating meshes.

My degree gave me a solid grounding in engineering principles that has helped me become a good problem solver within video game development.

National Diploma in Electrical and Electronic Engineering, Crawley College of Technology, Sussex, UK.
(1990-1992)

PERSONAL

Born: January 1974.

Nationality: English (with Green Card).

Interests: Visual Effects, Playing games, DJ'ing, Watching crappy horror movies, Eating Cheese, Drinking warm beer, Hanging out with my wife Susie and sons Kane & Ronin.