

Mick Laidlow

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OBJECTIVE

I am seeking a tools programmer position in order to further develop my skills, apply my knowledge and gain experience within an innovative atmosphere.

EXPERIENCE

April 2013 – Present: Knutsford, UK

TT Games: Tools and Core Technology Programmer

- Part of the engine room department, responsible for creating tools and core systems.
- Promoted from Junior Tools and Core Technology Programmer in May 2015.
- 8 published titles on all major platforms with Lego Avengers being the most recent release.
- Work directly with designers, artists, and other programmers across two studios, TT Fusion & Travelers Tales.
- Maintained and developed features, bug fixes, and optimizations for several core systems:
 - Gadget System: similar to Unreal Engine's Blueprints, gadgets make up majority of interactive game objects in the Lego games. I was responsible for the low level code that affects all types of gadgets such as animation, clipping, cloning, changing states etc. As well as providing the API for Gameplay & Mechanics programmers to use for their systems.
 - Animation System: responsible for creating and processing animations on game objects, such as gadgets and their components, sound etc. Created a "Maya-like" graph editor for our in-house engine that hooks directly into the animation system.
 - Parent Constraint System: a light weight alternative to parenting an object. Used in many systems where parenting would not be possible such as constraining to a character locator, component inside a gadget etc. The system also allows more functionality than parenting such as interpolation, inheriting visibility and allowing only certain aspects of a matrix to be applied.
 - Portal Culling System: Artists are able to setup "Portals" and "Rooms" using the in-house engine. Upon running the game, the rendering of game objects that are fully contained inside a "Room" are determined by the visibility of the corresponding "Portal".
- Other responsibilities include: resource serialization, optimizations, unit tests, debugging, threading issues, training new members of the team and a particle editor.

May 2009 – August 2010 – Toronto, Ontario, Canada

EMC: Software Engineering Internship

- Completed a Professional Internship in Software Engineering.
- Member of the Development team.
- Responsible for deploying and maintaining new builds on servers, ensuring that they would run correctly.
- Contributed to the documentation of the Media Workspace Deployment and Configuration Guide, a guide that will be distributed to all customers of EMC to help them install Media WorkSpace

- Created an “Asset Test Loader”, which uploads a folder of any type of asset (Video, Image, Document etc.) into a specific Media WorkSpace repository, without having to use the web client.
- Developed a diagnostic tool, consisting of three parts: repository, language, and configuration files, whose purpose was to verify that Media WorkSpace was installed and configured correctly. This tool eased the installation process for new customers, who might otherwise have accidentally missed a step in the installation process.
- Modified and improved the efficiency of the configuration utility.

EDUCATION

2011- 2013: Dundee, Scotland

University of Abertay Dundee – *Masters of Science Computer Game Technology*

- Completed the following courses: Game Design and Development, Artificial Intelligence for Games, Programming Games, Games Marketplace, and Console Game Development.
- Completed Dissertation: Using game metrics to drive real-time game adaption for a more engaging and useful tutorial experience.

2004 – 2011: Kingston, Ontario, Canada

Queen’s University - *Bachelor of Science in Computer Science, Honours, (Subspecialization in Software Design) with Professional Internship*

- Completed the following courses: Discrete mathematics, Logic for Computer Science, System Level Programming, Computer Architecture, Software Specifications, Information Structures, Programming Paradigms, Statistics, Software Architecture, Database Systems, Operating Systems, Human-Computer Interaction, Software Quality Assurance, Digital Systems, Algorithms, Artificial Intelligence and Computer Graphics.

SKILLS

- Languages: C, C++, C#, Java
- Game Engines: Unity
- Other: Mathematics, Physics

VOLUNTEER EXPERIENCE

2011 – 2013: Dundee, Scotland

University of Abertay Dundee

- Served as Class Representative for the programme MSc Computer Games Technology.

AWARDS/ACHIEVEMENTS

University Prize - 2013

- Awarded by the University of Abertay Dundee to the best postgraduate student who achieves a high level of performance generally and is deemed to be the best student overall.

Scottish Saltire Scholarship – 2011

- Awarded by the Scottish Government for academic excellence in my undergraduate degree.

CITIZENSHIP

Dual Citizenship

- Canadian/British.

PORTFOLIO

For more examples of projects and information about myself, please visit my website

- Website: www.micklaidlow.com