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Personal Statement:

I am punctual, reliable and can work as part of a team or alone. I can learn new techniques quickly and I am also good at problem solving. I am also friendly and easy going. I enjoy helping others and also advancing my own skills.

I have been leading a mod design team called Annihilated Games since 2001; this involves managing a team and also helping to program modifications for games like Total Annihilation and Unreal Tournament. I am currently expanding my website by creating indie games.

Education:

<u>09/2005 – 06/2009 - University Of Huddersfield.....</u> Computer Games Programming (Bsc Hons) – 2:1			
Year 1		Year 2	
Writing Software	A	Algorithms, Processes and Data	B
Computing Science and Math's	B	Computer Games Development	B
Computer Games Studio 1	B	Computer Games Studio 2	B
Entertainment Systems Technology	B	Object-Oriented Systems Development	D
Modeling and Prototyping	C	Operating Systems and Language	
Hardware and Networks	D	Translators	D
		Professional Issues & Project Management	Pass
Year 3 (Placement)		Year 4	
Organization Analysis	B	Advanced Computer Games Development	B
Personal Appraisal	A	Artificial Neural Networks	B
		Computer Games Studio 3	B
		Team Project	A
<u>09/2002 - 06/2004 - City College Norwich.....</u> National Diploma For IT Practitioners – Merit			

Key Skills:

I have had experience using the following programs:

- Microsoft Visual Studio, AMD RenderMonkey, Visual SourceSafe and Tortoise SVN
- NetBeans and BlueJ
- Macromedia Dreamweaver, Apache and MySQL
- 3D Studio Max and Rhino 3D
- Microsoft Office (including Word, Access, Excel and others)

I also have experience with the following programming languages / API's:

- Visual Basic and Visual Basic For Applications
- Java, C#, XNA, C++, HLSL, DirectX and Nvidia Physx SDK
- HTML, CSS, PHP and SQL
- UML

Employment:

July 2007 – July 2008 Canalside Studio, University of Huddersfield (Work Placement)

Duties Include: Creating game prototypes using various programming languages and API's, selecting an appropriate API for a specified game and/or target market, creating tools for modifying or storing game information, working with XBOX360 development kits to create an XNA game for Xbox Live Arcade, modifying code to meet TCR requirements and also working as part of a team to meet game requirements and milestones.

Current Titles:

Qb (PC) – Lead Programmer

Qb is a C++/DirectX game created for the team project module of my degree. The game is a 3D platformer. The platforms are attached to the faces of a cube. As you navigate the platforms you also rotate around the cube faces. The challenge is to collect all the objects scattered around the cube, and then navigate to the exit.

My role as Lead Programmer involved organizing the programming tasks using dotProject, communicating with the team leader and lead designer and also creating the game technology and gameplay features. I also debugged the game for memory leaks.

Yoho Kablammo (Xbox Live Arcade, Microsoft Games) Release Date: 02/09/09 – Game Programmer

Yoho Kablammo is an XNA game which achieved second place in the Dream Build Play competition of 2007. This earned Canalside Studio a contract to release the game onto Xbox Live Arcade. I implemented several features in various areas of the game such as save game management, leaderboards, an arcade style control system and various shader optimizations and tweaks. I also created a tool for modifying character dialog and a tool to customize the shader parameters for the water shader.

Drizzle (Xbox Community Games, No Publisher) – Lead Programmer

Drizzle is a work in progress XNA game that myself and a team of friends entered into the Imagine Cup 2008 competition, which achieved us first place in the UK. This earned us a 2 week placement at Rare. We are planning on finishing development during summer so that we can release it onto Xbox Community Games or Steam.

Since I was originally the only programmer on this project I have implemented features in all areas of the game, as the team expanded I took the lead role and was in charge of allocating tasks and fixing bugs and optimizing ready for the game release.

Interests:

I enjoy listening to a wide range of music and playing computer games. In my spare time I program games and applications. I also have a website that I use to host mods and games. I like to watch a variety of films and spend time with my friends. I also enjoy learning new programming techniques using ebooks and websites. I also enjoy participating in competitions and have recently won the UK Imagine Cup 2008 and also came second in X48 GameCamp.

References:

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