

# Christopher McLaughlin

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## Personal Statement

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I have always had a fascination with games since having a ZX Spectrum as a child and carried this passion through my teens and on to the completion of a degree in Computer Games Technology. This has ultimately lead me to a career in professional games development. I currently work at Zoë Mode on the south coast of England.

I get the greatest satisfaction in working with gameplay, exploring new ideas and the boundaries of what is expected from games. I am also particularly interested in tools that allow non-programmers to get involved in game creation, and for reducing turnaround for these members of the team. Although my most recent work has not been in this area, I like to keep abreast of developments in graphics programming and, again, making new techniques accessible to artists.

## Experience / Game History

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### **Zoë Mode (Brighton, UK)**

Zoë Mode primarily produces music and party games. All projects at the company are made using agile methodologies and SCRUM

#### *Grease – Wii (Rhythm Action/Mini-game compilation)*

- Localisation, text rendering, front-end.
- Video rendering and encoding scripting.

#### *Unannounced Game – DS (Action-Adventure)*

- Gameplay – weapons, environment interaction and micro games
- Lower level systems and graphics work.

#### *Disney's Sing It: Pop Hits – Wii/PS2/PS3 (Karaoke)*

- Build machine maintenance, and upkeep/creation of 'one-button' auto-build scripts.
- Creation of CPU-player scripts for automated testing.

#### *The Lab (5x prototype games)*

- A small team, we were given single sentence briefs and tasked with creating and proving ideas from within time-frames of approximately two weeks.

#### *Unreleased Music Game – XBOX360/PS3 (Rhythm Action)*

- Crowd animation, avatar-avatar interaction.
- Improving usability of in-game art tools for better turnaround times.

#### *Rock Revolution – XBOX360/PS3 (Rhythm Action)*

- Graphical effects, particles.
- Gameplay, front-end and menus.
- In-game art tools for tweaking and viewing shader and full screen effects.

#### *Crush – PSP (Puzzle Platformer)*

- Graphics, animation and effects
- Player and enemy behaviours.
- Debug and in-game design tools.

### **Sanyo Electric Co. Ltd (Osaka, Japan)**

#### *Year long internship and white paper.*

- Real-time computer vision projects for automated security systems, and image based rendering for safer driving.
- Publication of the paper, "Adaptive Quad-trees for Event Detection at Multiple Resolutions", at QCAV Japan.

## University

- Honours dissertation, “Interacting with Projected Displays” - a study into involving players more directly with the on screen environment through large scale, projected, ‘touch’ screens on any surface using computer vision techniques.
- Lab Assistant for 1<sup>st</sup> Year Students - GameBoy Advance programming and theory.
- Class Representative for three consecutive years

## Skills

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### Programming languages and APIs

- C/C++
- Experienced with major PC, console and handheld APIs as well as a variety of other programming and scripting languages, including the iPhone and XNA environments.
- Competent user of Photoshop and other 2D editing suites,
- Experience of 3D suites, including Maya.
- Adept at drawing and sketching
- Proficient with standard office, scheduling and bug tracking tools and programs.

### Languages

- English (Native)
- Japanese (Conversational)

## Education (Scottish qualifications)

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- 1<sup>st</sup> Class Degree with Honours  
BSc Computer Games Technology from The University of Abertay Dundee.
- Advanced Higher:
  - Mathematics, Statistics and Physics.
- Higher:
  - A Grade - English, Maths, Computing, Craft and Design
  - B Grade - Physics and Art
- Eight standard grades at levels 1 and 2.

## Other Interests

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Outside work I have always enjoyed taking on personal programming tasks and making little games and am currently working on an iPhone project. I am interested in many areas of expressive and visual art and use this to inform my own creative and design projects. I am currently rediscovering and improving on my Japanese abilities through a regime of self-study.

I enjoy a lot of outdoor sports; I regularly go rock climbing, and whenever the weather presents an opportunity, fly power-kites. I also take part in a weekly informal game of football with workmates and friends.

## References

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