

Christopher McLaughlin

- Programmer -

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Employment / Game History

BigBit (2012-2013)

- 3x Gameplay prototypes (Unannounced)
- Apptivity Batman (iOS)

Using Unity3D, I have mainly worked on prototyping gameplay and creating demos for game pitches. These have been very well received - two have been signed and are currently in full production.

For a short time I helped on 'Apptivity Batman' with creation of a new mini-game, the frontend and GUI and general bug fixing.

Freelance Programming (2012)

- *Clay Jam*, for *Fat Pebble* - Helped polish/bug-fix this iOS/Android game.
- Gameplay prototype for *Echo Peak*.
- Unreleased iPhone mapping app for *Kiube Mobile*.
- Unreleased iPhone toy app for *Kiube Mobile*.

Funbulb (Brighton, UK) (ongoing)

- Shark Jug – iOS (Puzzle)
- Holy Moley – Xbox Live Indie Games (Multiplayer / Action)

Short term projects with friends, made simply for the love of making games. We have released two games, on both of which I was the sole programmer.

Zoë Mode (Brighton, UK) (2006-2012)

- 2x Unreleased Games – Console
- Crush3D – Nintendo 3DS (Puzzle Platformer)
- Zumba Fitness 2 – Nintendo Wii (Dancing/Fitness)
- Grease – Wii (Rhythm Action/Mini-game compilation)
- The Sorcerer's Apprentice – Nintendo DS (Action-Adventure)
- Disney's Sing It: Pop Hits – Wii/PS2/PS3 (Karaoke)
- The Lab (5x prototype games)
- Unreleased Music Game – XBOX360/PS3 (Rhythm Action)
- Rock Revolution – XBOX360/PS3 (Rhythm Action)
- Crush – PSP (Puzzle Platformer)

All projects at Zoë Mode are made using agile methodologies and SCRUM.

I worked across a wide range of roles on these games, mainly gameplay and graphics, but on projects with team sizes varying from four to over thirty people, I was involved almost all aspects of game programming at one point or another, including: systems, frontend and GUI, audio, tools and build machine maintenance.

Sanyo Electric Co. Ltd (Osaka, Japan) (2004-2005)

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 (Quality Control by Artificial Vision) Japan 2005.

University (2001-2006)

- Honours dissertation, “Interacting with Projected Displays” - a study into using computer vision techniques to create a ‘touchscreen’ from any projected image.
- Lab Assistant for 1st Year Students - GameBoy Advance programming and theory.
- Class Representative for three consecutive years

Skills

Programming languages and APIs

- I mostly use C/C++ and Unity/C#.
- Experienced with major PC, console and mobile APIs as well as a variety of other programming and scripting languages and APIs, including iOS and XNA.

Other

- 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)

- 1st 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, Art
- Eight Standard Grades at levels 1 and 2.

References

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