

Tom Kane

9 Atholl Glen Yard, Claverhouse, Dundee DD4 9RG | H: 01382522472 | M: 07598280587 | tom@lavalevelgames.com

www.lavalevelgames.com

SUMMARY

I am a driven, hard-working and focused individual who has loved making video games professionally and as a hobby for over 20 years. I embrace new challenges and love solving technical problems. My professional goals are to continue working and learning in an exciting environment, making successful games and working with the best and most talented people.

SKILLS

- I am proficient in modern C++ (including '11, '14 & '17), C#, Objective-C with experience of many others such as Java, Javascript, Python and LUA.
- I have recent experience of modern game engines such as Unity 4&5, Unreal Engine & ChilliSource.
- I have worked professionally in an Agile development environment for a number of years and am well-versed in sprint planning, git-flow branching & code reviews. I have used Atlassian productivity tools extensively.
- Comfortable with modern SCM tools like Git, SVN & Perforce in various projects
- I have published titles in all major mobile platforms like iOS, Android & Apple Watch as well as PC, console and hand-held.
- I am comfortable leading a team, having been lead programmer on a number of projects over two decades.
- I have made quite a few multiplayer games using various APIs.
- Extensive experience with both green-field or brown-field projects, having worked on both new and original titles, platform conversions and live-ops.

WORK HISTORY & EXPERIENCE

Tag Games Ltd – Dundee (April 2010 – current)

Senior Software Engineer

Responsibilities:

Working as programmer and lead programmer on a variety of published and internal mobile titles on iOS, Apple Watch & Android. Daily working life has an emphasis on good development practises, such as feature-branching with code-reviews.

Achievements:

I have worked on a number of published titles at Tag, including Might & Magic: Clash of Heroes, Angry Birds Action, Downton Abbey: Mysteries of the Manor & Come Dine with Me.

Lava Level Games - Dundee (April 2010 – May 2012)

Contracting Programmer

Responsibilities:

I worked as a freelance programmer with a couple of other contractors under the umbrella of Lava Level Games. I worked as sole programmers on a number of titles for companies like Just Eat.

Achievements:

Contract negotiation and working with publisher and sub-contractors to provide solutions to their problems. Doing all this at the same time as holding down a full-time job was challenging but also rewarding.

Denki Ltd – Dundee (July 2001 – April 2010)

Senior Software Engineer

Responsibilities:

Worked on hand-held (GBA), console (Wii) & Mobile (iOS) but primarily Interactive TV platforms for Sky TV (UK) & DirecTV (US) to produce small, casual games in a fast-moving and competitive environment.

Achievements:

Published many titles in a short space of time; with a great diversity of game types and working with many disparate IP holders.

Visual Sciences Ltd – Dundee (January 2000 – July 2001)

Senior Software Engineer

Responsibilities:

Lead programmer on EA title: Formula 1: Championship Season 2000 on Playstation and latterly working on GBA.

Achievements:

Led team to produce F1 game for EA in short space of time with great success.

DMA Design Ltd – Dundee (April 1995 – January 2000)

Software Engineer

Responsibilities:

Initially hired as programmer, then lead programmer for titles on PC. In charge of a large team of programmers, artists & testers.

Achievements:

Produced first PC title and got hooked on games programming as a career.

EDUCATION

MSc, Applied Artificial Intelligence University of Aberdeen, Scotland.	1991
BSc, Computing Science (Hons) University of Stirling, Scotland.	1990

INTERESTS

I have a keen interest in the Maker scene. I enjoy 3D printing solutions to problems that rarely exist. I enjoy amateur electrical engineering, programming microcontrollers, Single Board Computers and other small computing platforms.

When time and fitness allows, I enjoy playing squash and badminton and playing piano.

My favourite past-time is being a father and have had the pleasure of working with my son on various games-related endeavours as he makes his way in the industry.

REFERENCES

References are available on request.