

# Benjamin Davis

Email: [ben@bnhw.co.uk](mailto:ben@bnhw.co.uk)

Homepage: <http://bnhw.co.uk/>

I am passionate about games. My time is currently divided between self-learning and games programming, both by myself and as a part of amateur studio Propellor & Ratchet Games. I enjoy making things work. I am also a firm believer that coding can be very creative and find problem-solving very rewarding. Since completing my degree in June, I have been seeking to turn my passion into a professional career as a games programmer.

## Education

BSc. Hons. (First) Creative Computing, Coventry University, September 2007–June 2010.

### *First year*

Computer Architecture: 70.5%

Logic and Sets: 89.5%

Programming Concepts and Practice: 100%

### *Second year*

Digital Media Technology 1: 80%

Interactive Programming: 77.13%

XML Technologies: 76.3%

### *Third year*

Digital Media Technology 2: 75%

Interactive Pervasive Computing: 78.5%

Using Adobe Flash to Support Your Career: 87%

'A' Levels, September 2004–July 2006.

Maths: B

Computing: D

Religious Studies: C

Critical Thinking (AS): C

## Skills

*Languages:* C/C++, GLSL, Java/Processing, Python, JavaScript, CSS, XHTML, PHP, LaTeX

*Libraries:* OpenGL/OpenGL ES, SDL, Pygame

*Tools:* Versioning (SVN, GIT), Documentation (Doxygen, pydoc, Javadoc), Android SDK, Wordpress, Microsoft Office

## Projects

Spog: *Solo project. 2D platformer-puzzle for the Android platform, May 2010–Present.*

Zombies Ate My Phone: *Working with a 2D artist. Zombie-apocalypse escape overhead shooter for the Android platform, April 2010–Present.*

BeerTracker: *Solo project. Updates an minimalistic motion tracker–style map with locations of nearby pubs Written in C++ with OpenGL ES 2.0 and GLSL for the N900 mobile phone. Port for the Android Market is in production, March 2010–Present.*

Laika: *Solo project. A 3D shoot 'em up written in C++ with SDL and OpenGL 2.0, January 2010–Present.*

TurnShip: Skies of Ourl: *Tactical, turn-based, steampunk airship game written with Propellor & Ratchet Games<sup>1</sup>, May 2010–January 2010.*

- Implementing server/client networking using TCP/IP sockets

- UI/widget system and event handler

- Realising general game mechanics and ensuring the designer can fine-tune

Twitter Scatter: *Solo project. Sources live data from Twitter and visualises on-screen with Python/Pygame, March 2009.*

## Employment History

Nursery Tavern, May 2007–January 2008.

- Working indepentently as the only member of bar staff

- Customer care

- Cash handling

- Serving food and drink to customers

- Manual handling (changing and moving barrels)

- Stock rotation and replenishment

## Achievements

Games programmer for amateur games studio *Propellor & Ratchet Games*, May 2010–Present.

- Working with a designer and artist; importing their assets into the engine

- Working alongside other programmers: interfacing with their code and keeping my own code readable and extensible

- Developing an engine from scratch

Volunteer for the departmental events committee, October 2009–Present.

Achievement Scholarship at Coventry University for attaining an average grade of 82%, March 2009.

Last updated: July 6, 2010

<http://bnhw.co.uk/cv>

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<sup>1</sup><http://pandrgames.co.uk>