

# Stephen Edmonds

**Email:** sedevo-cv@yahoo.co.uk

**Website:** www.stephenedmonds.co.uk

**Full clean UK driving license**

**Non Smoker**

## Experience

### Codemasters

#### **An unannounced Racing Studio project**

May 2011 to Present

Senior network programmer continuing my role as leading development of the server based game features.

### Codemasters

#### **DiRT 3**

September 2009 to May 2011

#### **X360, PS3 & Windows**

Experienced network programmer leading development of company wide client-server communication library codenamed Egonet. In DiRT 3, this library was used to power ghost sharing, YouTube video uploading, news services and highly detailed data mining. The technology is now being included in the latest version of the Ego libraries for other Codemasters titles going forwards. Over 1.5 million units shipped and 1 million unique users serviced in 4 months.

### Codemasters

#### **Colin McRae: DiRT 2**

May 2008 to

#### **X360, PS3 & Windows**

September 2009

Experienced network programmer responsible for the development of all DiRTNET features of DiRT 2. Key features include statistic & news sharing, weekly asynchronous tournaments and ghost lap sharing. Achieved critical & retail success with over 2 million units shipped to date.

### Codemasters

#### **Race Driver: Grid**

August 2007 to

Front end programmer. Over 2.5 million units sold & winner of multiple awards including a BAFTA for Best Sports Title of 2008 and IGN Best Racing Game of 2008.

May 2008

## Development Skills

### Advanced

C++, C#, Python, MySQL, XML, Batch Scripts, PHP, xHTML, CSS

Multi threading, XLSP, PSN tickets, HTTP, Version Control (Perforce, CVS & SVN), Console development (PS3 & X360)

### Intermediate

Java, Assembly (primary for debugging purposes)

DirectX, OpenGL, Ogre 3D Engine

## Education & Qualifications

2003 – 2007	University of Teesside
	<b>BSc (Hons) Computer Games Programming (2:1)</b>
<i>Relevant Degree Modules</i>	Final Year Project
	Group Game Development
	C++ Programming
2001 – 2003	<b>3 A Levels:</b> B in Physics, B in Maths, C in ICT
1997 – 2001	<b>10 GCSEs include:</b> A * in Maths, B in Science & English

## Key University Projects

Final Year Project	<b>Chef Online</b>
	Designed and implemented a massively multiplayer online game (MMOG). The game server cluster is designed to work in the same fashion as commercially successful MMOGs do today. The game implements an in game chat system, although the system has been designed so that a fully featured MMOG could be created with sufficient investment.
Group Development	<b>Amulos Shield</b>
	A 3D platformer powered by the Ogre engine created by a group of three programmers and five artists. I undertook the role of lead programmer for the project, and was responsible for managing the other two programmers and working with the artists to ensure the game came together.

## Personal Information

### Noteworthy Achievements

SCENTA	Interview with SCENTA to help promote Maths & Science to teenagers as essential skills for a Computer Games Programmer.
Thailand 2003	Took part in a student organised and Team Challenge supported trip to Thailand in the summer of 2003. During the trip, the team of students took full responsibility for their activities, which including a 7 day trek through a jungle and working with a hill tribe village to create a meeting hut.

### Interests

Computer Games	Keen player of computer games, both offline single player games and online MMOGs. Primarily a PC gamer, but also own an X360 and a Wii.
Hiking	Regularly go walking in the local area with my wife and work colleagues
Cooking	A talented amateur Chef who enjoys preparing a range of meals from traditional English dishes to spur of the moment concoctions