

Curriculum Vitae

Joe Garth

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Portfolio: <http://havoksage.webs.com> - This website contains media from my game design\creation projects.

Nationality: British (English speaking)

OBJECTIVE:

To become an accomplished and hardworking developer.

To constantly learn new skills, and improve my existing ones.

To use my organization, teamwork and communication skills

TO CREATE A SUPERIOR END PRODUCT.

GAME INDUSTRY PROJECTS

The following are work in progress projects:

LightSpire: Fortunes Web - CryENGINE 2 Action RPG created by Lukewarm Media

I have been designated as Lead Engine Designer for LightSpire. It is my job to manage the engine side of the games production. Level design, particle effects creation, asset export and organization, character setup have been largely implemented by me. I have been heavily involved in the organisation and creation of this large project and developed efficient ways to use the CryENGINE2, for example to export as many assets in as little time as possible.

Main Areas of Involvement

- Particle Effects – Dragons Fire, Spells, Environmental effects (<http://tinyurl.com/cdmt5s>).
- Level Design – Every scene shown after the LightSpire Halloween update has been pieced together by me (Terrain, Models, Materials, Flowgraphs, Particles etc). The March update shows a LightSpire scene created before I joined the team, and compares it to my own version. (<http://tinyurl.com/dd2p5j>).
- Asset Setup, Export and Organization – LightSpire is a large project, it has thousands of assets. It is my job to setup each asset for the engine and export; I then organize these assets into the correct hierarchy for the game engine, and configure materials etc.
- Character Creation – I have been involved with the character rigging and export from its early stages, and have developed the skills to work on the character creation process. In future I hope to learn more about the process, and more specifically the animation graph and how this functions with AI. Every custom character rig has been setup and exported by me.

LightSpire: Fortunes Web, All released Media: <http://tinyurl.com/contwt>

Oasis Level for Crysis

This is a single player level I am creating for Crysis. I aimed to create a realistic environment, and showcase some of the features in the modifications I have created. The map will include my Dynamic Fire, Water physics, Squad control, Free-roaming AI and Advanced Particle effects modifications. I created this as a kind of test bed for all my various projects, and to make sure that any individual project was realistic for use in actual gameplay.

See my online portfolio: <http://havoksage.webs.com>

Assorted Crysis Modifications

Over the past 2 years I have used these small projects to improve my knowledge and understanding of CryENGINE 2. Here I have listed each mod, along with the aspect of the engine I was working on.

Airbus Plane – Vehicle setup, export and configuration.
Advanced Particles Mod – Particle effects creation
Realtime Water Physics – Particle effects creation
Dismemberment Mod – Flowgraph, Character creation, Zombie AI scripts.
Urban Havok Level – Level Design and Creation
Dark Wood Level – Level Design and Creation

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Crymod community forum moderator & news poster

Since 2008 I have been an active moderator and news poster on Crymod, Crytek's Official Modding portal.

EDUCATION

Tapton Specialist Science and Art 6th Form College

GCSE's: Science Dual Award, History, English Literature, English Language, Mathematics, ICT, Electronics, Business Studies (2007)

A-Level results to be awarded in summer 2009

Currently working towards A-levels in: Computing, physics, history

Hillsborough College

OCN: Computer Technology Framework (2006)

RELEVANT EXPERIENCE

News Poster & Forum moderator at Crymod.com (Since 2008) (www.crymod.com)

Member of Lukewarm Media (Game development team - <http://tinyurl.com/contwt>)

Member of Lost World Returns (Mod Team - <http://www.lostworldreturns.co.uk>)

Work Experience with British Telecomm for 10 days in 2006.

Part time job at Foothills an outdoor shop

EMPLOYMENT

Currently working part-time (Saturdays) at Foothills - The Walking Specialists shop. I have been working at Foothills since September, 2007. Foothills are one of the UK's leading independent outdoor equipment specialists in Sheffield. I have many responsibilities at Foothills, ranging from operating the till and computer system, to giving advice and information about products.

OTHER SKILLS

Teamwork and Communication skills.

General computing skills.

Can learn to use software and hardware proficiently in a short space of time.

Proficient in the following software:

- Windows based operating systems (XP, Vista etc)
- Microsoft office and other office applications.

- Cry Engine 2 Sandbox 2 – CryEngine2 Mod SDK
- Visual Basic 2005 Express Edition
- XML Notepad
- Google Sketchup

Familiar with the following software:

- Visual C++ 2008 (Compiling\ Modifying CryENGINE Mod SDK code)
- Autodesk 3d Studio Max 2008 and 2009
- Adobe Photoshop

Has an understanding and interest in the following:

- Games Design and Development.
- All Windows based operating systems (XP, Vista etc), this includes understanding of the registry, services, shell and interface.
- Computer hardware
- How to upgrade, build and maintain computer systems.

Links

www.havoksage.webs.com – My portfolio website

www.crymod.com – Crytek's Official Modding Portal.

www.lightspire-game.com – LightSpire the games official website

<http://tinyurl.com/contwt> - LightSpire: Fortunes Web, All released Media