

# Tom Russell

## Senior Games Programmer

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## About me

A senior programmer with over 9 years experience making AAA games and expansions. I've worked on character controls, camera systems, animation, AI, vehicles, physics, rendering, audio, UI, metagame and networking. I'm passionate about making high quality family-friendly games.

## Skills

C/C++, C#.	Great teamworking.
Python, Perl.	Excellent maths.
HLSL.	Profiling and optimisation.
DirectX 11-12.	Agile methodologies.

## Platforms

PlayStation 5.	PlayStation 4.
PlayStation 3.	PlayStation Vita.

## Software

Visual Studio.	Unreal Engine 4 / 5.
Perforce, SVN.	Unity, custom engines.
Team City.	Jira, DevOps, Teams.

## Education

University Of Central Lancashire 2008-2011  
[BSc Computer Games Development](#) - 1<sup>st</sup>  
Deferred Lighting with Stereoscopic 3D  
Rendering in DirectX11.

## Experience

Sumo Digital Ltd Programmer – Senior Programmer  
March 2012 – March 2021

### [Sackboy: A Big Adventure](#) - PS4 PS5

- Character Controls (3Cs) team.
- Full ownership over various game systems; Camera, Power Ups, Targeting, Pickup / Throw, Spawn / Respawn, Momentum, World Moving.
- Character animations, SFX / VFX / FFFX events.
- Technical designs, specifications, user guides.
- Developed visual debugging tools, graphs, logs.
- Profiling, optimisation, bug fixing full codebase.
- Supported design, art, production, code, audio.
- Lead the Character Controls team briefly.
- Mentored more junior programmers.

### [LittleBigPlanet 3: SpongeBob SquarePants DLC](#) - PS3 PS4

- Developed new character movement modes.
- Developed new fluid buoyancy mechanics.
- Leads meetings, planning with production.

### [LittleBigPlanet 3: The Journey Home DLC](#) - PS3 PS4

- Extended DRM / DLC systems and tools.
- Liaised with external production teams.
- Worked closely with designers, artists, QA.

### [LittleBigPlanet 3](#) - PS3 PS4

- Server-driven community UI, game flow logic.
- Optimisations and bug fixing across whole game.
- Mentored junior programmers, code reviews.

### [LittleBigPlanet: HUB](#) - PS3

- Developed file dependency tracking system.
- Added compressed download package support.
- Meta-game support, UI, TRC compliance.

### [LittleBigPlanet 2: Cross-Controller DLC](#) - PS3 PSVita

- Merged internal and external branches.
- Reduced PS Vita package size, optimising build.
- Video compression, meta-game, DLC packs, UI.

Imagination Technologies Graduate Design Engineer  
August 2011 – December 2011

### [PowerVR 3D Research Team](#) – PVR 3D Simulator

- Added support for OpenGL ES 2.0 to simulator.
- Added Shader Model 3.0 to 4.0 support.
- Developed pipeline resource usage tool.