

Jonathan Baker

Games Programmer

[JonoBaker.co.uk]

A passionate and enthusiastic programmer, with 6 months of broad experience in a small company programming games for the Nintendo DS. My responsibilities have included programming mini games, interfaces, and utilities.

Personal Information

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Website	www.JonoBaker.co.uk	Marital status	Single		Nottinghamshire
		Driving License	Full with own car		NG16 6EW

Personal Statement

I have wanted to work in the computer industry since I was 15, over the past 8 years I have constantly been setting myself goals and working hard to achieve my ambition. I have always been very determined to find out what will be wanted from me, and have taught myself what is needed. I believe I offer good communication skills and versatility with a combined maths and design background. In addition I have relied on independent learning throughout my education; This includes learning BASIC making simple games in my lunch breaks at secondary school. Writing scripts, modelling, and animating with Lightwave 3D in the evenings throughout my A-Levels. And more recently I have taught myself Neural Networks while studying Computer Visualisation and Animation at Bournemouth University. As a result I believe I can quickly get up to speed with new tasks.

During university I have also earned money from fixing computers, which has kept me quite busy. When not looking at screens, I find photography a relaxing hobby, as well as getting dragged around fields by my power kite. I feel that my varied interests and design background are a defining asset, giving me a fully rounded perspective at work, yet programming has always been at the core of what I do.

What I offer is a strong foundation of knowledge on the technical and creative design processes, which helps me to communicate well within teams of artists and programmers. This is all underpinned by a strong enthusiasm for creating games, and all the varied challenges of the computer games industry.

Education and Qualifications

Sep '05 – Jun '08	BA(Hons) Computer Visualisation and Animation Bournemouth University	2i
Sep '04 – Jun '05	Art + Design Foundation Studies (level 3 Diploma) New College Nottingham	Merit
Sep '02 – Jun '04	A-Levels: Maths Art + Design Photography Computing AS-Level Bilborough College, Nottingham	A B C B
Sep '97 – June '02	GCSE's Maths Science Double Award Design and Technology – Systems Remaining 5 GCSE's Hucknall National School, Nottingham	A AA A A to C's

Work skills

Programming languages; C++, Objective C, Mel for Maya, Visual Basic
Platforms; Nintendo DS, iPhone, Microsoft Windows, Linux,
Software knowledge;

- Microsoft XP/Vista, Visual Studio, Word, Project, Excel, Access
- Linux RedHat/Ubuntu, Open Office
- MacOSX, X-Code
- Perforce, Tortoise SVN
- Maya, Adobe Photoshop, Dreamweaver, Premiere

Work History

Personal Project

[Apr '09]

- **Steeple Jack**
 - My own iPhone platform game.

Crush Digital Media [Nintendo DS Developer]

[Oct '08 – Apr '09]

Junior Engineer

Using the in-house engine I worked on;

Games:

- **Beauty Salon** 505 Games
 - Programmed 6 mini games for one project (3 different mechanics).
 - Quickly created a generic scoring system for the 18 mini games in Beauty Salon in two days, which rated the players skill and accuracy, where I focused on making it easy to get into, yet hard to master.
- **Mean Girls** 505 Games
 - Reduced the data build time for one project from 20 minutes to 2 with simple batch scripts and tweaks to the asset builder code.
- **Social IQ** Disney Interactive Studios (unreleased)
 - Programming a dynamic front end and menu system for a social quiz game and in the code provided an intuitive interface for other programmers.

R&D:

- **Little Monsters** game demo
 - Created a character turn table for a 3D Little Monster model. The user could rotate the model and zoom in using the touch screen, and 3 icons would play different animations. This was done in a day.

Personal Project

[July '08]

- **Star ship Touch!**
 - Nintendo DS Homebrew project, using the LibNds library was to demonstrate my enthusiasm and ability to teach myself new skills. I programmed a resource manager, and used it to manage the bullet and enemy sprites.

Bournemouth University

[Sep '05 – July '08]

BA(Hons) Computer Visualisation and Animation [2.i]

Using C++;

- Created **The Garden Patch** game for my major project, which featured:
 - Command line interface
 - Scriptable graphical user interface
 - Scripted conditional requirements for plant growth
- Used Neural Networks to create a simple animal that learns about his environment and can be trained to be suicidal.
- Created a very basic racing game with track editor in OpenGL

Using Maya's scripting language Mel; 3D Texture Shatter, Silhouette Particle Emitter, and a Reversed Perspective Deformer.

Part Time Jobs

['03 to '08]

Wine Waiter, T-Shirt Designer, Machine Operator, Grocery Assistant, Graphic Design Assistant

Referees

Available on request.