

Matthew Warshaw
Programmer / Game Developer / CG Scripter
matthewjwarshaw@gmail.com
www.warshaw.co.uk

An experienced scripter in Python for Maya and Houdini, I am currently sole programmer on the title www.alightinchorus.com, which runs on an engine built from scratch in C++/OpenGL.

I have a love of mathematics, computer science and biology with a particular focus on visual representations of generative systems.

Key languages : Python and C++/opengl, experienced in Javascript/webgl, lua, html, MEL and Action Script among others.

Key software : Visual Studio, Houdini, Maya, Photoshop

For demonstration of specific tools for production and overview of key skills and interests visit:
www.warshaw.co.uk

Work Experience

Jan 2014 – Present : **Co-director of Broken Fence Games, Developer on A Light In**

Chorus : <https://www.rockpapershotgun.com/2016/07/20/a-light-in-chorus-new-plot/>

- Creation of bespoke engine
- Responsible for all programming in C++/Opengl/GLSL as well as unique asset workflow in python for Houdini
- Co Director of 'Broken Fence Games' · Selected as one of the top 3 indie titles by Sega at EGX festival (awarded an Oculus Rift)

Sep 2013 – Jan 2014 : **Software Engineer, dRaster**

- Creation of geometry tools for Maya 2015

May 2012 – Jul 2013 : **Technical Artist, Saddington Baynes**

- Creation of many bespoke tools for Maya, Houdini and Photoshop including entire asset management system
- Heading of new initiative of automation of the 'prepping' of 3d scenes for our automotive department
- Taught classes in python programming for computer graphics : www.warshaw.co.uk/links/python.html

Feb 2010 – Aug 2010: **General Engineer, Bright Lights Inc / Sony**

- Building/Testing of custom machines to showcase 3d graphics
- Bios programming

Other experience includes teaching english and art, illustration for a series of children's books, web design and private tuition of science, maths and programming. 2009 Art piece 'Rediscovering The Organism' was awarded a special mention at the 12th Vida Artificial Life and Art awards: <http://www.warshaw.co.uk/links/rto.html>

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Qualifications

Jun 2010 – Present : **BA/BSc (Hons) Mathematics Open University**

Oct 2006 – Jun 2009 : **BA (Hons) Fine Art – Upper Second Class Honours**

Central St. Martins College of Art and Design

With a particular focus on artificial life systems and visual music :

www.warshaw.co.uk/links/recent.html

Oct 2005 – June 2006 : **Diploma in foundation studies – With Distinction**

Central St. Martins College of Art and Design

Oct 2004 – June 2005: **BSc Electronic Engineering York University**

References available on request