

RESUME OF ANDREW EDWARD BAILEY

VIDEO GAME EXECUTIVE, TECHNICAL DIRECTOR, CTO

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BIO

To call myself an industry veteran would be an understatement. I have been programming and creating video games since the early 80's and still enjoy the technical challenges unique to interactive content. I have worked in three countries, from independent to one of the largest game companies on the planet. I started as designer and programmer in the UK in the home computer scene, moved to Australia where I quickly became Technical Director at Beam before starting my own company where I was CTO for over 15 years. Here I developed methodologies for shared engine tech. which remains the focus of my career path, but I also developed a passion for scalable build pipelines, which I believe is becoming more of a critical facet of game development as we move from single release to continuous delivery. I left my CTO position after a buyout to scratch my Indie itch and then after 3 years took an opportunity to move to Vancouver. I now live on the North Shore and am looking to re-ignite my executive aspirations and find the perfect match where I feel I can forward both my desires of developing shared technology and scalable CI/CD.

SKILLS

Executive - As a CTO and TD I sat on executive boards contributing to decisions in relation to overall strategy, vision, structure, direction, product mix, resources and marketing. This included scoping the technical requirements of new projects and establishing accurate budgets.

Teams - I have been responsible for selecting programming teams for our projects based on my knowledge of technical employees' skill sets. Projects varied in budget from \$300K to \$3M. I have worked within the multiple teams' structure of mid to large-sized North American companies.

Technology - Responsible for developing and maintaining the internal technology strategy of the company, displaying a perspicacious nature towards problem solving and implementation whilst delegating tasks to appropriate staff. I have also been responsible for assessing and recommending the acquisition of third-party technologies.

Game engines - I've also developed many game engines, at an executive level where I have been involved in developing the multi-year strategy for the future of in-house game engines, down to personal authoring complete engines for myself and clients.

Build/CI/CD Pipelines - I'm a strong believer in stream-lined, single click, build systems. I have authored ground up multiple project pipelines at Tantalus to helping with massive scaling at Activision.

Mentoring - I possess strong mentoring and team motivational skills. I practiced side by side mentoring for about 20% of my time.

Technologies -

- Coding Languages C/C++, Python, C#, JavaScript, Java, Flash (AS3), Lua, Perl
- REST and Backend Docker, Kubernetes, Rancher, CouchDB, CherryPy, Flask, Jinja, AWS, Tomcat, SQL, sql-lite, Jira and Confluence
- Meta Languages HTML, CSS, XSLT, XML, JSON, Schematron
- Revision Control Perforce, GIT, SVN, CrusieControl.Net (continuous integration), Jenkins
- Graphics HLSL, OpenGL, DX
- Build Systems Make, SCons, Visual Studio, Eclipse, Flash Builder, XCode.
- Compression-Encryption Technologies PKZIP, LIBPNG, JPEG, MD5, Blowfish plus own IP.
- Art SDKs Maya Mel-Python and C++ SDK, Max SDK, Softimage, Lightwave, Photoshop, FBX.
- Third Party Engine Technologies Unreal, Unity 3D
- Relic 6502, 65816, Z80, XX86 SHC family, ARM, MIPS.
- Industry specific PSP VFPU. PS2 VU.

Platforms – I have worked extensively on all windows/PC, consoles, handheld and mobile platforms.

EDUCATION



Bachelor of Engineering Honours, Information Systems Technology, 1986 – 1989. University of Surrey (UK).
Associate member of the University of Surrey.

CAREER

PRINCIPAL TOOLS AND INFRASTRUCTURE PROGRAMMER CENTRAL TECHNOLOGIES ACTIVISION

JUNE 2017 – PRESENT

Lead and facilitator on technology and tools. Game engine code and enterprise full stack tools that enable the sharing of technologies between the various studios of Activision.

- Engaging multiple studio collaboration.
- Developed full stack crash dump collection service used by multiple studios for both development and live crashes.
- Unifying debug port runtime and tools to a single solution to be shared across all studios.
- CI/CD work on inhouse continuous integration project 'compass'.
- Although based in Vancouver, I report to the VP of Central Technology in Los Angeles.
- I manage and mentor the internships, as well as coordinate staff across CoD Studios.
- Credited on Call of Duty: Black Ops and Call of Duty: Modern Warfare

PRINCIPAL ENGINE PROGRAMMER AT RELIC ENTERTAINMENT

MARCH 2016 – JUNE 2017

Responsible for the technical direction of multi-title RTS 'Essence' Engine.

- Planning and running backlog for Engine separation tasks.
- Rearchitecting of Engine UI and rendering into separate threads.
- Spearheaded major optimization initiatives.
- I reported to CEO and formed part of a 'board' of principal leads.
- I coordinated the engine team, a revolving group of programmers.
- Credited on Dawn of War 3

SENIOR SOFTWARE ENGINEER AT CAPCOM VANCOUVER.

JANUARY 2014 – MARCH 2016

Responsible for defining direction and managing tasks involved in a major refactor of internal technologies. (ATG)

- Engine requirements gathering (major internal report)
- Planning and running backlog of Engine separation tasks.
- Major optimizations to world streaming technology.
- I reported to the CTO who headed the ATG group.
- I directed about 4 to 6 programmers to perform refactoring tasks.
- Credited on Dead Rising 3

TECHNICAL DIRECTOR/CTO AT KOOLHAUS GAMES

JULY 2012 – JANUARY 2014

Responsible for technical direction and in-house technologies development.

- Responsible for design of new in-house engine.
- Coordination of multiple Unity based projects.
- I reported to the CEO and set on the executive board.
- All the programmers in the studio directly reported to me.

CEO AT DROP SPIDER GAMES (OWNER/FOUNDER)

NOVEMBER 2009 – JUNE 2012

I created a small startup and consultancy to explore options within the indie scene.

- Designed, wrote and developed PC game from scratch (www.golemcrusades.com)
- Offer my services as a technical consultant to a facebook app and mobile startup.
- Multiple mobile games, including all coding services (including engine) for Chillingo's Coco Loco (https://iphone.mob.org/game/coco_loco.html)
- I hired and managed 3 content contractors (audio and art)
- Credited on 3 mobile games, 1 Facebook and 1 PC game.

DIRECTOR AND CTO AT TANTALUS MEDIA/INTERACTIVE

JANUARY 1994 – NOVEMBER 2009

Set and oversaw the technical vision and strategy of the company. Sat on the board of directors.

Andrew Edward Bailey

- Envisaged and managed the development of a cross platform, reusable engine spanning three console generations.
- Generated underlying technology for million-unit games.
- Multiple game engines Mercury/Janus/Hydra.
- Created the award winning CRIS engine (software 3D engine for GBA)
- Presented at GCAP Conference, Australia 2007
- I reported directly to CEO, which I also hired in capacity as a director.
- All programmers reported to me, which was about 40 at peak, over three studios.

SENIOR PROGRAMMER AT BEAM SOFTWARE

JANUARY 1990 – JANUARY 1993

Senior Game and Tools programmer.

- Revolutionized the tool chain with custom built assembler and linker for 8 and 16-bit consoles.
- Created custom high-level language (compiler and meta language runtime) to facilitate Shadowrun scripting. ([https://en.wikipedia.org/wiki/Shadowrun_\(1993_video_game\)](https://en.wikipedia.org/wiki/Shadowrun_(1993_video_game)))
- Created design tool to construct Shadowrun worlds, creature placement and embedded scripts.
- Reported directory to CEO and Board of company.

INDEPENDENT PROFESSIONAL (SELF-EMPLOYED)

SEPTEMBER 1982 – SEPTEMBER 1989

Indie Games Programmer and Designer during high-school and university.

- Co-developed/designed C64 hits Druid and Druid II.
- Designed and developed Dragons Breath for the Commodore Amiga.
- Developed ADrum music package which lead to the formation of Bullfrog.

LINKS

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