

---

# Stewart Lynch, BSc

## Curriculum Vitae

Flat #, ## ##### Road,  
Guildford, GU# ###

Phone: 07801 #####  
slynch@puredevsoftware.com

DOB: 08:10:1976  
Marital status: Single  
Current salary: ##,###

---

### Profile

A very experienced senior programmer dedicated to the games industry. 14 years in the industry, working in many different areas of game development, including architecture design, low level systems, optimisation, tools, graphics, GUI, pipelines, and gameplay. Formerly lead programmer of a large team on a high profile game. Languages include C++, C#, Assembler, Python, Lua. Stewart also has experience with the Unreal 3 and Unreal 4 Engine.

### Career Objectives

To work on high quality projects within a highly motivated and well managed team.

### Career History

#### 6 month Contract at Lionhead

2014 – Current (Sept) **Undisclosed project**  
Unreal 3. Bug fixing and optimization.  
Working in all areas of the game and engine code.

#### PureDev Software

2013 – March 2014 **PureDev Software**  
Setup my own company to sell my software and games.  
MemPro: a C++ memory profiler for Windows  
VMem: a C++ Memory allocator  
FastFind – Visual Studio plugin  
2D Physics engine  
Games for iOS

#### Lionhead

2012 – 2013 **Senior Programmer – Undisclosed Project**  
Unreal 4. Modifying engine to allow dynamic editing in game of landscape and textures. Bug fixing and optimisations in Unreal 4.

2011 – 2012 **Senior Programmer – Fable: The Journey**  
Unreal 3. Streaming optimisations, video playback, general optimizing, Memory optimisations, detailed breakdown of all memory used by Unreal, bug fixing.

2011 **Senior Programmer – Fable Heroes (XBLA title)**  
Post processing effects, caustics effect, aurora borealis effect.  
optimisation, bug fixing.

2010 – 2011 **Senior Programmer - Fable III (PC)**  
Converting Fable III to PC.

2008 – 2010 **Senior Programmer - Fable III (XBox360)**  
Graphics engine programmer. Tattoo and will line system, new post processing effects. Threaded particle system. Optimisations. Crash bug fixing.

2004 – 2008 **Senior Programmer – Fable II (XBox360)**  
Built and maintained the asset build system which includes a suite of tools for handing dependencies, caching, distribution,

file monitoring and hot-syncing.  
 Key member of the leads team involved in many of the technical decisions in all areas.  
 Implemented the memory management system, game database and serialization library.  
 Initial design and implementation of the Fable Editor.

**Climax**

December 2002 -  
 October 2004

**Lead Programmer – Sudeki (XBox)**  
 Lead of a team of 11 programmers.  
 Turned around a failing project and fragmented team.  
 Worked closely with the publisher.  
 Worked closely with art and design leads to smooth pipelines.  
 Successful E3 2003 demo delivered on time.  
 Sudeki completed on time to meet final shelf date.

August 2000 -  
 December 2002

**Senior Programmer – Sudeki (XBox)**  
 Integral part of initial technical design  
 Implemented and maintained game system architecture  
 Created the scripting language used to implement all gameplay.  
 Created the Sudeki World Editor.  
 Implemented particle system in game and as a plugin in Maya.

November 1999 -  
 August 2000

**ATV Quad Bike Racing – (PS1)**  
 Designed and implemented front end.  
 In-game special effects.  
 High level animation system.

November 1998 -  
 November 1999

**Superbikes 2000 – (PS1)**  
 Implemented front end and GUI.  
 Implemented PVS system for renderer.  
 High level animation system.

**Education and Qualifications**

1995 - 1998

University of Bath  
 Graduated with 2.2 Honours in Computer Software Technology

1993 – 1995

Westwood St. Thomas Secondary School, Salisbury, Wiltshire  
 A Levels:     Mathematics C  
                   Art                     B  
                   English Literature    B

1988 – 1993

Highbury Secondary School, Salisbury, Wiltshire  
 GCSE:         Mathematics                     A  
                   English Literature, English Language, Art    B  
                   French, Technology, Geography                C  
                   Science    D

**Personal Interests**

Black belt in Karate, 15 years training and teaching. 2 Years learning piano. Researching into alternative health and nutrition. Meditation, physics, metaphysics, philosophy, art, reading, skiing and running.

**References:** Provided on request