

Liam de Valmency

CONTACT DETAILS

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OBJECTIVE

Currently working in the games industry where I can indulge my passion for game development. My driving goals are to build up my existing game development skills, learn from the best minds in the games industry, and to build some incredible gaming experiences and technologies.

WORK EXPERIENCE

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| June 2014 - Present | Games Programmer at Media Molecule
<i>Dreams™ for PS4</i>
Developing tools and systems which allow players to make user-generated content, such as 3D scenes, games, and animations. Primary responsibilities: implementation of systems to allow players to create animations and gameplay logic; architecture of core engine code to support storage and editing of user-generated games, levels, and scenes; writing tools which players can use to assemble and author content on PS4. |
| June - Sept. 2012 | Software developer at University Hospital Southampton
<i>3D Graphics: Radiotherapy Treatment Visualisation</i>
Summer internship, developing an OpenGL application to provide 3D visualisation of patient treatment. Software displayed the reconstructed volume of a patient placed in a virtual representation of a linear accelerator, simulating the movements of the machine over the course of treatment to facilitate visual verification of treatment parameters. Also involved use of modelling tools to tailor 3D assets to the project's purposes. |

EDUCATION

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| Sept. 2010 - June 2014 | University of Southampton
<i>MEng Computer Science, First Class Honours.</i>
Year 1/2/3/4 grade average: 82.9/81.3/85.6/81.7%
Modules include: data structures, algorithms, computer graphics, engineering mathematics, computer vision, AI, databases, and scripting.
Dissertation: example-based procedural generation of cities.
Master's research project: physics engines and simulation techniques. |
| Sept. 2008 - June 2010 | The College of Richard Collyer
A-level Computing, ICT and Physics at grade A*.
A-level Mathematics and AS Media Studies at grade A. |

PUBLICATIONS

- Aug. 2015 **PatchCity: Procedural City Generation using Texture Synthesis.**
Bustard, J.D. and de Valmency, L.P. In IRISH MACHINE VISION & IMAGE PROCESSING
Conference proceedings 2015.

SCHOLARSHIPS AND AWARDS

- Sept. 2011 **Winton Capital Management Prize** - Top first year computer science student.
Sept. 2012 **Detica Prize** - Top second year computer science student.
Sept. 2013 **NDS Prize** - Top third year computer science student.
Hursley Prize - Highest dissertation mark in the electronics and computer
science department.
Netcraft Prize - Awarded to top 10 penultimate year students in the department.
Sept. 2011,12,13 **Zepler Prize** - Yearly award for students with 70% or above grade average,
who also place in the top 10% of students on the course.

TECHNICAL SKILLS

- Programming Languages: Primary: C++, C.
Also experienced with: C#, Java, Javascript, Lua.
Tools: Visual Studio, Vim, Eclipse, Unity, Blender, LaTeX.
Platforms: Windows, Linux, PS4.
Version Control: Perforce, Git, Subversion, Mercurial.

REFERENCES

Available upon request.