
BEN PARRY – CURRICULUM VITAE

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Portfolio: www.klumaster.com/portfolio

EMPLOYMENT HISTORY

FEB 2012 –
PRESENT

FRONTIER DEVELOPMENTS

Graphics Senior Programmer/Graphics Lead – Elite: Dangerous (PC)

- Oversaw team of 2-5 other graphics programmers
- Specified and implemented new deferred shading pipeline
- Championed adoption of physically-based rendering
- Worked with the art team to improve workflow and understanding with new tech
- Runtime importance-sampled filtering of cubemaps for image based lighting
- Multi-layer-material shader for spacecraft with dirt/damage
- Distance field compression for paint jobs/decals

Graphics Programmer –NDA Project

Graphics Programmer – Coaster Crazy (iOS)

- Pre-shipping bug hunt and tweaks
- Investigated of visual embellishments for higher-performance platforms

NOV 2011

CRITERION SOFTWARE

New Platforms Programmer

- WiiU interaction prototyping using PS3-to-PSP subdisplay functionality

JAN 2009 –
OCT 2011

FRONTIER DEVELOPMENTS

Graphics Programmer – Kinectimals Mobile (Win7 Mobile / iOS)

- Prototype port of 360 version's fur shader to Unity/iOS
- Silhouette cut-out based fur rendering tech suitable for platform and performance limitations of mobile devices
- Particle effect animator/renderer
- Cursor/ball/Frisbee trail effect manager

Graphics Programmer – Kinectimals (360)

- Reactive, artist-placed grass tile system
- Analytical line-antialiasing shader for whiskers
- Saliva and sneeze screen effects
- Fur shader optimisation
- Footprint/tyre track "virtual decal" shader to allow normal-mapped ground distortions under forward rendering

2007-2008

BARCREST GAMES

Software Engineer

SKILLS

LANGUAGES

C++
HLSL
C#

TOOLS

Microsoft Visual Studio
Unity 3D
PIX (360/Windows)
nVidia nSight

APIs

Direct3D 9 & 11
XNA

Tortoise SVN/Git

EDUCATION

2003-2007	UNIVERSITY OF SALFORD <i>BSc Computer and Video Games</i>	1995- 2002	MANCHESTER GRAMMAR SCHOOL <i>A-Levels</i> <ul style="list-style-type: none">• Art A• Religion and Philosophy B• Politics B• Classical Civilisation B
2002-2003	CITY COLLEGE MANCHESTER <i>Foundation Art and Design</i>		

REFERENCES

GREG RYDER

Head of Rendering, Frontier

Email: gryder@frontier.co.uk

TOM CLAPHAM

Lead Programmer – Coaster Crazy

Email: tclapham@frontier.co.uk