

Stuart Bryson

Resume

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Stuart Philip Bryson
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Summary

- Currently working on a AAA next-generation console game called L.A. Noire.
- Worked in research and development for various TVCs, broadcast design projects, and films.
- Written a Ray Tracer and other 3D applications such as a 3D adaptation of PacMan.
- Extensive experience in character rigging.
- Worked with many different languages such as C/C++/Objective-C, MEL, Java, PHP and many others.
- Developed various database driven "2.0" websites.
- Completed BSc in Computing with 2nd class honours.
- Almost completed MSc in Computing with High Distinction average.

Specialties

- Game Development
- Post Production / Technical Direction
- Character Rigging
- C/C++/Objective-C, MEL
- PHP, MySQL, XHTML, CSS, JavaScript

Languages include:

C / C++ / Objective-C
MEL
Python
PHP
PERL
JavaScript
XHTML (strict)
SQL
CSS

Development Software includes:

Visual Studio
Perforce
XCode

Digital Asset Software includes:

Maya
Final Cut Pro
DVD Studio Pro

Education

MSc Professional Computing

High Distinction average - Specialising in Graphics and Gaming
2005-2007 – University of Technology, Sydney

Semester	Subject Name	Score	Grade
2006 Spr	Digital Media Technologies	85	High Distinction
2006 Aut	Advanced 3D Computer Animation	97	High Distinction
2005 Spr	Game Programming	98	High Distinction
2005 Aut	UNIX Systems Programming	97	High Distinction

more marks available online

BSc Computing Science

2⁺ Class Honours - Majoring in Internet Commerce
1998-2001 – University of Technology, Sydney

Semester	Subject Name	Score	Grade
2001 Spr	Computer Graphics Rendering Techniques	93	High Distinction
2001 Aut	Introduction to Computer Graphics	79	Distinction
1999 Spr	Object Oriented Programming & C++	80	Distinction

more marks available online

Certified Apple Engineer

Technical understanding and application of Apple technologies.
2000 – online

Higher School Certificate

1992-1997 William Clarke College

Tertiary Entrance Ranking: 85.3

Graphics

3D Computer Graphics is my main area of interest. It has been the focus of both my career and study.

There are many areas to 'computer graphics' including animation, rendering, and compositing. As a programmer and technical artist, I have acquired a strong understanding of vectors, matrices, transformations, co-ordinate spaces and many other fundamental concepts central to computer graphics.

My experience includes:

- Developing various Maya plug-ins and scripts including exporters, animation and rigging tools, particle effects, and more.
- Programming a Ray Trace renderer.
- Programming other graphics applications such as a fractal mountain generator.
- Developing a dubbing 'slate' generator for post-production tape rooms.
- Developing graphic applications on various platforms including Mac OSX and Windows.
- Programming in various languages including C++, MEL, PERL, Python and Objective-C.

Games

Game development not only has the interesting concepts and challenges graphics programming, it also introduces a whole new complexity of providing those graphics in an interactive and real-time manner. For me, this is probably the most interesting part of game development. It requires the code and algorithms to be extremely efficient in terms of both the memory footprint and the execution times.

My experience includes:

- Spent the last 3 years programming a AAA Playstation 3 game called L.A. Noire at Team Bondi.
- Written 3D OpenGL adaptation of pac-man called MacPac.
- Designed a platform game.
- Programming in various languages including C++, Objective-C, PERL, LUA

Web

Web development has always been an interest for me. I have developed various sites over the last 10 years and have witnessed the massive changes that have occurred in web development.

My recent experience includes:

- Developing clean XHTML strict websites
- DOM scripting for visual aid, and interactive page generation
- Degradable JavaScript such as client-side form validation
- Use of AJAX methodology to facilitate user experience
- Programming in various languages including PHP, XHTML, SQL, CSS

Previous Employment

Team Bondi

Programmer

April 2004 – Present

Team Bondi is currently writing a Playstation 3 game called L.A. Noire. This is the game I have been working on for over 3 years now and during this time I have been able to develop my programming skills immensely. As the game is written almost entirely in C++, I have refined my skills in the language, object oriented concepts and team collaboration.

My specific areas of development at Team Bondi include:

- Developing aspects of the Actor and Character systems including writing Playstation SPU code for skinning geometry to bones
- Developing the majority of our Maya workflow tools - including integration with Perforce
- Modifying and contributing to the open source COLLADA format and exporter for Maya

The skills I have acquired at Team Bondi include:

- Maya API, MEL, exporters, importers, mesh generation, animation tools etc
- Software: MS Visual Studio, Perforce, Jira
- Understanding of the technical difficulties in writing a next generation console game
- Understanding of the workflow in a gaming company

University of Technology, Sydney

Tutor

2004 part-time

In 2004 I was asked by a senior lecturer at the University of Technology, Sydney, to tutor the subject Strategic Information Technology Planning Project. This subject deals with the issues involved in strategic level analysis and design in a corporate wide information systems environment.

- Tutoring a number of small teams
- Leadership of those teams
- Evaluating various different solutions to a problem and discerning advantages and disadvantages of each
- Conferencing with other lecturers and tutors

Digital Pictures

Research and Development

2001 – 2004

Digital Pictures, which was purchased by The Lab in 2005, was a well-known digital effects company in Sydney at the time. They provided top of the range 3D animation, visual FX and other postproduction services for Film and TVCs. Working for Digital Pictures I had a steep learning curve. As research and development, I was challenged to find new and efficient ways to work, develop solutions for the 3D team, compositors, facilities and management.

I worked in a small team developing scripts and plugins for Maya, Shake and other visual effects software. I developed various web pages using PERL and CGI to facilitate workflow. I also learnt to work to deadlines, working closely with producers, clients, 3D artists, designers and compositors.

- Software: Maya, Shake, XCode
- Languages: MEL, C++, Objective-C, PERL
- Operating Systems: UNIX, IRIX, Mac OSX, Windows
- Deeper understanding of 3D/2D computer graphics
- Understanding of workflow in post production companies

SITA | EQUANT

Systems Administrator and Programmer

2000

At the time, SITA | EQUANT was a joint venture between 2 of the biggest global telecommunication companies. The company covered over 270 countries worldwide and provided the communications infrastructure of Airlines and other major corporate networks worldwide. It was a great place to work as I developed my understanding of worldwide networking and also had the opportunity to develop an accounting package to facilitate the accounting team.

- Lotus Notes Administration and Development
- Languages: C++, VB
- Windows NT/9X LAN Administration
- Virtual LANs/Switches
- Communication Protocols, Cabling, Standards

St Andrews Cathedral School, Sydney

IT Support

1998 – 1999

Worked part time for 2 years supporting a school with over 200 PCs and Macs. Integrating PCs and Macs onto an NT domain.

William Clarke College, Sydney

IT Consulting

1997-2001

I provided consulting and support to this college with over 150 Macs and a few PCs. I have helped set up their Computing Labs and advised on software and hardware to be bought to serve the purpose intended. At the time, the network was administered with Apple Remote Desktop and the user accounts were managed with Macintosh Manager.