Thaddaeus Frogley

Engineering Leadership / Game Developer

+44 (0) 7791 771301
thad@frogley.info

🧑‍💼 Profile

I am a professional game developer with over 30 years of industry experience, in engineering and leadership roles. I understand games engine architecture, industry business models, development processes, and team dynamics. I believe in diverse teams, nurturing talent, growth mindset, listening and learning. I believe it is better to inspire and inform than instruct. I can help your team turn a creative vision into a sustainable business.

🚀 Experience

Technical Director, nDreams Ltd, Farnborough England; 2020 - Present
Facilitation and oversight of multiple concurrent projects & initiatives, assessing needs and supporting with process, technical guidance, analysis and hands-on implementation as appropriate, to ensure on time at quality delivery of cutting edge VR experiences such as Far Cry VR for Zero Latency, Fracked for Sony PSVR, and Ghostbusters: Rise of the Ghost Lord, and other undisclosed projects.

Co-Founder / Non-executive Director, Into Games CIC, Brighton England; 2019 - Present
Into Games is a non-profit organisation with a mission to make the games industry more accessible to a diverse range of young people.

Director of Engineering, BossAlien a NaturalMotion Studio, Brighton England; 2018 - 2020
Technical Director, BossAlien a NaturalMotion Studio, Brighton England; 2015 - 2018
Leading diverse teams of engineers across multiple projects, supporting technology initiatives across multiple locations. Concept, prototype, preproduction and development phases of unreleased games using Unity and Unreal. Strategy and implementation of GDPR compliance for revenue generating legacy titles. Transfer of infrastructure & operations for Star Wars: Commander, from Disney to Zynga.

Lead Programmer, BossAlien a NaturalMotion Studio, Brighton England; 2013 - 2015
Implementing features and coordinating a team of programmers, creating updates for their flagship title CSR Racing, starting with v1.4.0 (Race Your Friends) for iOS and Android (Google Play & Amazon), using Unity.

Senior Engine Programmer, JAGEX, Cambridge England; 2013 - 2013 (9 months)
My work at Jagex was split between directly working on a the HTML5 client for RuneScape, a large and long running MMO, and doing R&D work, helping to establish the companies strategy for cross platform development (iOS, Android, HTML5 & native desktop for OS X & Windows).

Lead Programmer, Climax; Portsmouth England; 2011 - 2013
Hiring a team of 8 programmers and leading them in the development of Smart As for Sony PS Vita, a collection of 20 mini games themed around "Brain Training", and built using Unreal Engine 3.

Senior Programmer, Climax; Portsmouth England; 2006 - 2011
Projects including Silent Hill: Shattered Memories for Wii, PSP, and PS2, on which I had sole responsibility for the AI system, and a supporting role developing and troubleshooting other systems. Before that, Viva Piñata, where I created specification documents for Microsoft describing technical strategy, and supported the team in a bug fixing / trouble shooting capacity. I worked on pitches and demos, in Unreal Engine, and performed a technical due diligence audit for a publishing partner.

Concurrently to my work at Climax I have developed and released an indie game for iOS.

Last updated 19/10/2024. Check for updates here: http://thad.frogley.info/tfrogley_resume.pdf

Thaddaeus Frogley

+44 (0) 7791 771301
thad@frogley.info

Lead Programmer, Rockstar Vienna; Vienna Austria; 2003 - 2006

As lead of a team of 6-8 programmers, working closely with art, design & management, delivering an exceptionally well received port of GTA III from PS2 to XBox, in time for the all important Christmas release deadline. Following this, lead a similar sized team in developing the Manhunt IP in collaboration with R*North.

Software Engineer, King of the Jungle; London England; 2002 - 2003

Where I supported a transition from C to C++, and development of Grooverider: Slot Car Thunder for PS2, GameCube and Xbox, and preparing their technology base for their own internally developed IP.

Software Engineer, Cyberlife; Cambridge England; 1999 - 2002

Where I worked alongside the academic research team applying their work and integrating it with the companies next-generation engine (PC, PS2, & Xbox).

Software Engineer, Mythos Games; Harlow England; 1995 - 1999

Where I worked as a programmer on the PC (DOS) titles "XCom Apocalypse" and "Magic and Mayhem".

📢 Speaking & Other Engagements

I have been a guest speaker at Game Focus Germany, and the ACCU Conference. I have represented the games industry at UK universities. I was on on the final-interview judging panel for "Search for a Star", a graduate talent program. I have had articles published by the ACCU and on the Gamasutra website.

🏆 Awards

Winner, Game Dev Heroes Award for Management 2018.

"Thad's contribution to studio culture, outreach towards young people of all backgrounds, and the careers of all those who've had the pleasure of working with him can't be overstated."

📘 Education

Harlow College, Maths and Computer Science at A-Level. Mountfitchet High School, GCSEs.

🎲 A Bit More About Me

I am married with three children. I like "german style" and cooperative board games, such as Carcassonne, Pandemic, and Forbidden Island. I enjoy reading, especially Science Fiction and Fantasy. To stay fit I run, swim and practice Tai Chi. My favourite video games recently have been Slay the Spire and Outlanders. I enjoy creating things and helping people.

I think that games should be for everyone.

👥 References

Feel free to reach out to any of the employers listed on this CV, and check out the testimonials in the Recommendations section of my linkedin page: www.linkedin.com/in/thaddaeus-frogley

Last updated 19/10/2024. Check for updates here: http://thad.frogley.info/tfrogley_resume.pdf