

Thaddaeus Frogley

Senior & Lead Programmer / Game Developer



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Profile

I am a professional game developer with over 18 years experience, in a variety of roles. I have an in-depth understanding of both the games industry and the software development process. I have an eye for detail, and know what it takes to make the difference between a good game and a great game. I can help your organization deliver world class systems on time and under budget.

Experience

Lead Programmer, Boss Alien, Brighton England; 2013 - Present

Lead programmer, implementing features and coordinating a small 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 Unity3D.

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

Both writing code and managing a team of up to 8 programmers recently finishing Smart As for Sony PS Vita, a "Brain Training" collection of 20 mini games, built using Unreal Engine 3.

Senior Programmer, Climax; Portsmouth England; 2006 - 2011

Various projects, including Silent Hill: Shattered Memories for Wii, PSP, and PS2, on which I had sole responsibility for the AI system, as well as a supporting role developing and troubleshooting various other systems. Before that, Viva Piñata, where I created specification documents for Microsoft describing proposed changes to the graphics engine, and then went on to support the team in a bug fixing / trouble shooting role. I have also worked on tech demos, in UnReal Engine, and performed a technical due diligence audit. Concurrently to my work at Climax I have developed and released an "indie" game for iOS (iPhone and iPod Touch) in my own time.

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 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 was hired to help a development team transition from C to C++, and assist with the completion of a low budget arcade action racing game for PS2, GameCube and Xbox, whilst 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).

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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 Engagements

I have given technical presentations at Game Focus Germany, and the ACCU Conference.

Publications

In addition to writing about programming and game development online, I have had several articles published in CVu and Overload, the magazines of the Association of C and C++ Users.

Education

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

References

Available on request.