

## PERSONAL DETAILS

Name	Brian Cox	Website	<a href="http://www.briancox.be">http://www.briancox.be</a>
E-mail	brian.cmd@hotmail.com	Address	Horsham, United Kingdom

## EXPERIENCE

### UBISOFT SHANGHAI | UI PROGRAMMER

IN COLLABORATION WITH UBISOFT MONTREAL  
13<sup>TH</sup> MARCH 2017 – PRESENT (> 4 MONTHS) | SHANGHAI, CHINA

Project role: **UI Programmer on FarCry 5 (Playstation 4, Xbox One & PC)**

Project link: <http://www.briancox.be/?page=farcry5>

*Current position: March 2017 – Present (> 4 months)*

- . UI programming & implementation
- . C++, Actionscript and Flash

### THE CREATIVE ASSEMBLY – SEGA | CONSOLE UI PROGRAMMER

IN COLLABORATION WITH 343 INDUSTRIES - MICROSOFT GAME STUDIOS  
6<sup>TH</sup> APRIL 2016 – 13<sup>TH</sup> MARCH 2017 (11 MONTHS) | HORSHAM, UNITED KINGDOM

Project role: **Console UI Programmer on Halo Wars 2 (Xbox One & Windows 10)**

Project link: <http://www.briancox.be/?page=halowars2>

*April 2016 – March 2017 (11 months)*

- . Implemented UI features using C++, Actionscript 3.0 and in-house graphical flow editor
- . Data-driven development methodologies (XML data)
- . Network synchronized UI for Co-op and Multiplayer
- . UI serialization support to communicate with backend and underlying engine infrastructure
- . Player statistics UI visualization
- . Integrated UI art and code linking

### RARE LTD - MICROSOFT GAME STUDIOS | GAMEPLAY & UI SOFTWARE ENGINEER II

16<sup>TH</sup> DECEMBER 2013 – 5<sup>TH</sup> APRIL 2016 (2 YEARS 3 MONTHS) | TWY CROSS, UNITED KINGDOM

Project role: **Gameplay Programmer on Sea of Thieves (Xbox One & Windows 10)**

Project link: <http://www.briancox.be/?page=seaofthieves>

*July 2014 – January 2015 | September 2015 – April 2016 (1 year 1 month)*

- . Gameplay prototyping & implementation

Project role: **Main UI Programmer on Rare Replay (Xbox One)**

Project link: <http://www.briancox.be/?page=rareplay>

*January 2015 – September 2015 (8 months)*

- . Made the global UI functional using C++, Actionscript 3.0 and Adobe Flash
- . Implemented a UI navigation system using event-driven code
- . Supported and collaborated with external partner Sprung studios doing UI flash integration
- . Collaborated with the designers and lead artist on Rare Replay to ensure quality in all aspects of the game
- . Took a lead & played a key role in the development of the UI within Rare Replay

Project role: **UI & Game Flow Engineer on Kinect Sports Rivals (Xbox One)**

Project link: <http://www.briancox.be/?page=kinectsportsrivals>

*16<sup>th</sup> December 2013 – July 2014 (7 months)*

- . Implemented UI & gameflow improvements and features

- . Telemetry & UI support for KSR & KSR Demo
- . Created automated tests to test new features, UI screenflow and game logic

## TRIUMPH STUDIOS | C++ GAMEPLAY / UI PROGRAMMER

12<sup>TH</sup> FEBRUARY 2013 – 13<sup>TH</sup> DECEMBER 2013 (10 MONTHS) | DELFT, THE NETHERLANDS

Project role: **C++ Gameplay / UI Programmer on Age of Wonders III (PC)**

Project link: <http://www.briancox.be/?page=ageofwonders3>

15<sup>th</sup> July 2013 – 13<sup>th</sup> December 2013 (5 months)

- . Improved the Quest system to generate procedural content based on user-defined settings
- . Improved or implemented code for many core gameplay features
- . UI programming & optimization

Project role: **C++ Gameplay / UI Programmer Intern on Age of Wonders III (PC)**

Devblog feature link: <http://aow.triumph.net/dev-journal-heroic-quests-and-epic-loot/>

12<sup>th</sup> February 2013 – 12<sup>th</sup> July 2013 (5 months)

- . Created a UI management system to avoid overlapping screens
- . Created an entire Quest system including UI support and gameplay code
- . Added functionality in LevelEditor to support user-created content for the Quest system

## STUDENT JOBS

### 2011, 2012 & 2013

Student job as a college teacher (6 lectures / year) | C++ / 3D / Preproduction | Digital Arts & Entertainment

### 2009

Intern / Student job at Wondergraphs (5 months) | UI Graphic Designer / Flash Animator / ActionScript coder

Project link: <http://www.madewithwonder.com/>

## EDUCATION

### 2010-2013

Digital Arts & Entertainment | Howest Kortrijk | Professional Bachelor Degree | Graduated with Honors

### 2009

Erasmus Exchange student at TAMK (5 months) | Interactive Media Program | Tampere, Finland

### 2006-2010

Communication & Multimedia design | Media & Design Academy KHLIM Genk | Academic Master Degree

## SKILLS

## LANGUAGES

Dutch	Native language
English	Very good
French	Average

## CODING & GAME DEVELOPMENT SOFTWARE KNOWLEDGE

Coding languages	C++   C#
Coding software	Microsoft Visual Studio   MonoDevelop
Game engines	Unity   Unreal Engine 4   XNA
Multimedia coding	ActionScript 3.0   CSS   xHTML

## GRAPHIC DESIGN SOFTWARE KNOWLEDGE

2D Graphics                      Adobe Photoshop, Adobe Illustrator  
3D Graphics                      3D Studio Max

## HOBBIES AND INTERESTS

Game development: programming & graphic design (3D and 2D)  
Video games: eSports, indie game development & game conferences

## NOTABLE ACHIEVEMENTS

### 2015

. Received the title of '30 Under 30 2017' by Develop. Article link: <http://www.develop-online.net/special-features/develop-30-under-30-2017/0130>

### 2016

. Got 3rd place in Creative Assembly's company gamejam called FrancoJam 2016 with our game 'Memories of Wizaria'.

### 2015

. Created a videogame application which enables people to play using eyetracking technology.  
. Developed a grid based level editor system as an extension of the Unity engine simplifying game development and speeding up level creation. Project link: <http://www.briancox.be/?page=unityleveleditor>

### 2013

. Presented my indie game called Stormbrothers at the Autodesk University event in Las Vegas.  
. Passed the 3ds Max 2014 Certified Professional Exam with a score of 91%.  
. Received the award 'DAE Top Ace' for being the best overall DAE student of 2013 by Howest University.  
. Achieved 2nd place with my team in the Brains Eden gamejam competition out of 31 teams from universities all over Europe. Project link: <http://www.briancox.be/?page=stormbrothers>  
. Graduated with honors and received a score of 90% for my internship at Triumph Studios as a C++ gameplay programmer on Age of Wonders III.  
. Got 3rd place in the local finals of Microsoft Imaginecup with my team for the game 'Solipsism'.  
Project link: <http://www.briancox.be/?page=solipsism>

### 2012

. Released a game (Quantum) as a launch title on the Windows 8 app / game store.  
. Ported a game (Quantum) from Windows 7 (for PC and Xbox360) to Windows 8 (for PC, Xbox360 and Tablet).  
. Obtained the title 'Autodesk Student Expert' for helping other students during my studies and teaching Autodesk 3DsMax in a summer program.  
. Getting in the top 100 final teams for the Microsoft ImagineCup in the gamedevelopment category with my team called 'Floating Isles'. Project link: <http://www.briancox.be/?page=quantum>

### 2011, 2012 & 2013

. Taught C++ and 3D in a summer program as a student lecturer at my college 'Howest – DAE'.

### 2010

. Developed a basic BCI system (Brain-Computer Interface) using the NeuroSky MindSet for my master thesis project. Contacted by NeuroSky corporation and mentioned on several blogs. Project made in Unity.  
Project link: <http://www.briancox.be/?page=thesis>