

PERSONAL DETAILS

Name Brian Cox Website <http://www.briancox.be>
E-mail brian.cmd@hotmail.com Current location Shanghai, China

EXPERIENCE

UBISOFT SHANGHAI | UI PROGRAMMER

IN COLLABORATION WITH UBISOFT MONTREAL
13TH MARCH 2017 – PRESENT (> 1 YEAR 5 MONTHS) | SHANGHAI, CHINA

Project roles: **UI Programmer on Far Cry 5: Hours of Darkness (Playstation 4, Xbox One & PC)**
UI Programmer on Far Cry 5: Lost on Mars (Playstation 4, Xbox One & PC)
UI Programmer on Far Cry 5 (Playstation 4, Xbox One & PC)

Project links: <http://www.briancox.be/?page=farcry5mars>
<http://www.briancox.be/?page=farcry5vietnam>
<http://www.briancox.be/?page=farcry5>

Current position: March 2017 – Present (> 1 year 5 months)

- . UI programming & implementation using C++, XML Databases, Actionscript and Flash
- . Refactoring core systems to support post-launch content
- . Network synchronized UI for Co-op mode
- . Art & database UI asset management

THE CREATIVE ASSEMBLY – SEGA | CONSOLE UI PROGRAMMER

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

Project roles: **Console UI Programmer on Halo Wars 2 (Xbox One & Windows 10)**
Console UI Programmer on Halo Wars 2: Awakening The Nightmare (Xbox One & Win 10)

Project links: <http://www.briancox.be/?page=halowars2>
<http://www.briancox.be/?page=halowars2nightmare>

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

16TH DECEMBER 2013 – 5TH 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=rarereplay>

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>

16th 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

12TH FEBRUARY 2013 – 13TH 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>

15th July 2013 – 13th 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/>

12th February 2013 – 12th 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

2018

- . C# university lecturer for 7 classes at Shanghai Vancouver Film School.
- . Setup the game development competition for Search for a Star 2017. Article link: <http://gradsingames.com/search-for-a-star/articles/search-for-a-star-2018-stage-2-assessor-spotlight/>

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>