

Philip Buchanan

Lead Programmer and Game Developer

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I'm a game designer and experienced programmer. I've worked in the video game industry as a project manager, and I am currently finishing my PhD in visual style and game content production. I'm looking for a role as lead programmer or gameplay programmer at an innovative company.

2011-2013

University of Canterbury, NZ & Lund University, Sweden

Studied my **PhD in visual style and game content production**. I built software that automatically created 3D models from concept artwork, and designed algorithms to manipulate visual style in game art. I tutored students in engineering and computer graphics.

2008-2010

Stickmen Studios Ltd

Project manager and lead programmer. I managed a team of 12 and designed Stickmen's flagship game: '*Doc Clock : The Toasted Sandwich of Time*', an innovative puzzle-adventure game that was released on Nintendo Wii, Playstation 3, and Steam for PC and MacOS.

2007*

HITLabNZ

Designed and programmed an Augmented Reality and Physics based game. This was used as a showcase by the HITLab and presented at ISMAR, the world's leading AR conference.

2005-2007*

Northern Arch Solutions

I wrote unit tests for their flagship financial package '42', used by several leading Australian banks.

2003*

Porter Heights Ski Area

Designed and programmed their Ski Pass management software. This system saved the company significant time and money by automatically verifying ski-field season passes.

References available on request.

*part-time work

Freelance

I work on experimental gameplay concepts, including a procedurally generated murder mystery game called *The Butler Did It*, and an interactive children's story book called *The 8 Hour Dragon*.

I have experience in HTML5 and Javascript, winning the code-optimization competition *JS1k* and building games in a number of genres from resource management through to arcade. I worked with WebGL to create a 3D in-browser game called *The Duel*.

I have experience in graphic design and digital art, and have worked on several projects as a freelancer. Examples of my painting and playable versions of my games can be found on my website at www.surrealix.com

Academic

I have a Bachelor of Computer Engineering (Honours 1st Class). I carried out industry-funded **doctoral studies in New Zealand and Sweden**, focused on streamlining video game content production. I designed software that automatically creates 3D models from concept artwork, and software used to manipulate visual style in digital images. I'm currently awaiting the final results.

My research was presented at several leading computer graphics conferences, including Computer Graphics International in England, and Expressive, a co-hosted event with SIGGRAPH.

Personal

Alongside programming, I enjoy reading and drawing, rock climbing, figure skating, and spending time in the wilderness tramping, skiing, sailing and camping. I speak fluent Swedish.