

Curriculum Vitae

1. Personal Details

- 1.1 Name: Gavin Hayler
- 1.2 Home Address
49 Yarmouth Road
Muizenberg
Cape Town
South Africa
7945
- 1.3 Telephone Number:
072 891 2758 (Cell)
021 709 0887 (Home)
- 1.4 E-mail Address ghayler@gmail.com
- 1.5 Date of Birth: 26-01-1982
- 1.6 Marital Status: Married
- 1.7 Drivers License: Code B license
- 1.8 Website <http://www.gavinhayler.com>

2. Strong Points

I am honest, reliable, loyal and trustworthy. I work well in a team as well as individually. I enjoy a challenge and solving problems, and am also quick to learn.

3. Technical Expertise

Languages:

- C#
- C++/Visual C++
- LUA
- Actionscript (Flash)
- Java
- Turbo Pascal/Delphi
- Basic/Visual Basic
- VBScript
- HTML
- PHP
- SQL

Engines and Technologies:

- Unity (Used primarily since 2011)
- XNA
- Flash
- DirectX
- OpenGL
- OGRE

Software Packages:

- Microsoft Visual Studio (IDE)
- Monodevelop (IDE)
- XCode (IDE)
- Adobe Audition (Audio Editing)
- Photoshop (Image Manipulation)
- 3D Studio Max (3D Modelling)
- Dreamweaver (Web design) □ Microsoft Office and many more...

Source Control:

- Git
- SVN
- Perforce

Operating Systems:

- Windows
- Mac OS
- Linux
- Unix
- MS DOS

4. Work Experience

Company: Freelance

Period: 01/12/2013 – Now

Position: Freelance Game Developer

Responsibilities:

Helping clients to design and create games, finish projects, implement features, polish and bug fixing and whatever else is needed to complete the project.

Projects:

Kitty Powers' Love Life (Town/Relationship Simulation) - (PC, iOS, Android)

Various Games for Neutral Digital - (iOS, Android)

Chicken Pox (Puzzle/Racing Game) - (iOS, Android)

Hydra Project (Turn based multiplayer API)

Striker FC (Soccer Game) - (iOS, Android, Ouya)

Company: Tasty Poison Games

Period: 01/06/2011 – 01/07/2014

Position: Lead Programmer

Responsibilities:

Leading the programming team, programming games and developing codebase, game design, project management, producer, audio editing.

Projects:

Pocket RPG (PS Vita)

Tom Sparks and the Quakes of Ruin (PC)

Pocket RPG (OUYA)

Dig! (OUYA)

Neon Shadow (iOS, Android, OUYA)

Dig! (iOS, Android)

Putter King (iOS, Android) Various other smaller projects.

Company: Relentless Software

Period: 12/01/2009 – 01/06/2011

Position: Gameplay Programmer

Responsibilities:

Implementing gameplay and other features in the studio's games.

Maintaining the code-base. Fixing bugs that crop up during QA testing.

Projects:

Buzz! The Ultimate Music Quiz

Buzz! Quiz World
Buzz! Quiz World Facebook Patch
Adventure game prototype
Networked quiz game prototype for iOS

Company: Mann Made Games
Period: 14/02/2007 – 1/08/2008
Position: Lead Game Programmer

Responsibilities:

Programming the games and leading small teams in the creation of game content for most of the games in the studio; game design. Games were made to be a part of the clients' advertising campaigns and mainly launched on the internet.

Projects:

Flash games:

Sally Williams Game (matching game), Life Stories Game (memory game), Battle Story Dragoon (top down tank shooter game), Rocket Commander & Teazers' Don't Spank the Monkey (avoidance game), Township Marbles (bejewelled type game), Nandos Game (side scrolling racing game), Erosion (tetris clone) C# (XNA):

Powerplay – Exam Time (side scrolling platformer)

Company: Genesis Concepts
Period: 01/02/2005 – 01/02/2007
Position: Programmer

Responsibilities:

I was responsible for maintaining and adding new features to a 2D architectural software package in C++.

Projects:

GenesIs

Other work experience:

- Some experience at Dimension Data as a network technician.
- Some experience at Thoroughtec as a data capturer.

5. Education

Rhodes University (2004) ***B.Sc. Hons. In Computer Science***

5.1 Tertiary Education:

Achievements:

- Computer Science tutor at university for 2 years

Rhodes University (2003) ***B.Sc. in Computer Science and Information Systems***

First Year Averages:

Computer Science	79%
Logic	84%
Statistics	70%
Physics (electronics)	60%

Second Year Averages:

Computer Science	73%
Information Systems	60%

Third Year Averages:

Computer Science	74%
Information Systems	60%

5.2 Matric Results:

Matriculated with Exemption (1999) **School: Thomas More College** Subjects:

Computer Studies	*HG	A
Mathematics	HG	A
Physical Science	HG	C
English	HG	C
Afrikaans	HG	D
Business Economics	HG	D

*HG – Higher Grade

Achievements:

- 1st Team Squash
- Squash Colours
- Headmaster's Commendation for majority of High School years

6. Personal Projects

Reborn

A 2D platformer with a focus on combat and platforming.

Spell-Caster

A top down Legend of Zelda style game that used a spelling based combat system.

Animation Blend Tree System for Unity3D

An editor plugin/extension for Unity3D which makes setting up animation blends, state machines and transitions much easier and more intuitive

Adventure Game Engine

An engine and framework to allow rapid development of point and click adventure games by using a combination of C++ and Lua, and path-finding ,animated sprites, UI functionality and the ability to edit scenes on the fly.

Cross Platform 2D Engine

A 2D engine that was architected and written with the goal of handling and abstracting the challenges of cross platform development away from the game code.

2D Animation Tool

A tool to allow the user to define animations by drawing a selection box around sprite cells in a sprite sheet and grouping the various cells together to form an animation. These animation definitions are then exported and used by a 2D engine to play sprite animations in a game.

3D Engine

A 3D engine written in C++ and DirectX showing off a number of technologies, such as: bump mapping, shadows, shaders, specular lighting, lens flares, particle effects, dynamic lighting, collision detection and more.

3DSMax Model Exporter

An exporter plug-in for 3DSMax, which exports the models vert and texture data out into my own custom binary file format.

Casual Flash Games

Several different casual games developed in Flash actionscript.

Cloth Dynamics and Collision Detection Simulation:

Honours Project. A 3D simulation using OpenGL as the renderer, and VC++ as the language. Simulates the movement of cloth in a virtual environment. Able to perform both real-time and offline rendering using different integration algorithms.

Mantis:

A DirectDraw Tetris clone. Different shapes fall down from the top of the screen and the player has to maneuver the shapes so that they fit together and form complete lines.

Rolling OpenGL Demo:

An automated 3D demo, where the camera moves along a fixed path to show off the environment, textures and special effects. Programmed in C under Linux. 3D Environment model created by me. For more details see my honours project web-page under mini-project.

SpriteAnimator:

*An application to merge multiple bitmaps into one file for the purpose of sprite animation.
IE: Multiple pictures drawn in succession so as to create the illusion of movement.*

ReSolution:

A residence management system, used to keep track of student, residence, hall and room details. Also produces reports of desired details and prints them out. Search and backup/restore facilities and user accounts.

Joan of Arc:

A 3D modelling project using 3D Studio Max. Complete avatar created with accompanying sword.

8. Interests and Hobbies

- Computers (programming and gaming)
- Music (guitar)
- Guitar amplifier building
- Woodworking
- Snooker/Pool
- Reading
- Bonsai
- Electronics