

Tim Leader

Contacts

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Personal Profile

I always strive to advance my own knowledge, in particular lower level systems and optimizations, and have become a very quick learner and therefore am not phased when faced with a unknown technology. I work calmly in a high pace / high stress working situations.

During my time at Lockwood I have worked my way up through the ranks while gaining a vast amount of experience of working with live, heavily networked and content heavy products. I enjoy throwing myself into any area of development and help those around me so that we may reach the best possible solution, not just the best technically but the best when balanced against business value, maintenance cost and flexibility. I have recruited and built various tech teams, onboarded them and provided them with technical direction

Technical Skills

Technologies

C#
Unity3D
C/C++
Golang

.Net
Java
Asm (ARM)
Zig

GLSL
SQL (Postgres)
JavaScript

Applications

Visual Studio
Rider
Intellij
SVN, GIT, P4

VS Code
XCode

Employment and Experience

Mar 2022 - Present

Lead Core Tech Engineer, Lava Labs

I joined Lava Labs fairly early in their journey, so I have worked closely with various teams and CTO to select the right technology to build our eco system of games. I've put together various content pipelines and built the backend for our first game.

Mar 2020 – Mar 2022

Technical Director (Client), Lockwood Publishing Ltd.

In this role I worked closely with the Head of Development to plan out future team structure, refine various processes, build tech roadmaps, spearheaded investigations into obscure crashes, and provided technical assistance / direction where appropriate. I also kept hands on where appropriate through applying optimizations, crash fixes or putting together prototypes.

Jan 2018 – Mar 2020

Lead Client Developer, Lockwood Publishing Ltd.

My time in this role was split between client-side network programming and leading the client side product / feature and tech engineers.

Feb 2016 – Jan 2018

Lead Core Tech Developer, Lockwood Publishing Ltd.

My time in this role was split between leading a small team of engineers to advance the client side core tech throughout the Avakin product, while also continuing development on the realtime servers for Avakin, adding features working through scalability issues.

Aug 2013 – Feb 2016

Programmer, Lockwood Publishing Ltd.

This role involves programming in a modern game development environment, assisting with the mentoring of new members to the team. The role also requires strong communication with the art and management team to develop content pipelines and tuition around the game capabilities and game engine.

May 2012 – Aug 2013	Junior Programmer, Lockwood Studios Ltd. This role involved quickly adapting me to the team's standards. Gaining a good understanding of the current codebase and its direction.
April 2010 – May 2012	Technical Director, NerfGames Ltd. This role within this small Independent game studio, had me mainly focused around core development, including core graphics programming. Though the role also extended to develop the company website, professional networking at attended events, team management, research and project management.
July 2011 - Oct 2011	Undergraduate Research Project Responsibilities of this role involved a vast amount of independently lead Research and development. Managing my time so that I could meet the milestone and overall deadline of the project.

Academic Background

Oct 2008 – May 2012	Nottingham Trent University, BSc - Hons, Computer Science with Games Technology <i>Overall: 1st Class Honours Degree, Vice Chancellor Award.</i> The Course heavily emphasised the programming techniques required in modern software development with a strong appreciation of game technologies.
Mar 2006 – July 2008	St Georges College of Technology <i>A Levels : Maths - A, ICT - C and Electronics – A.</i>
Sept 2005 – Mar 2006	GBAS, English-Slovak Bilingual School in Sučany
Sept 2000 – July 2005	Bridgemary Community School <i>10 GCSE at A-C, including Maths and English.</i>

Awards

July 2012	Vice Chancellor's Award Nominated due to examples of exceptional achievement and commitment while studying at Nottingham Trent University.
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Projects

Nov 2012 – Mar 2022	Avakin This project presented me with the challenge of adapting to server-side coding within a Smartfox environment using Java. I was also heavily involved in the client-side extending my Unity3D knowledge to help put the games onto mobile platforms including iOS, Android and then optimize for these platforms. This project is available at www.avakin.com .
May 2012 - Nov 2012	Unannounced Xdev PS VITA Title This project involved working within Unity3D, throughout the project I was diving into the vast majority of the game's codebase, in order to add features and fix bugs. During which I worked with some very experienced people.
Oct 2011 – April 2012	Fourier-based Textures This project involves implementing frequency-space textures on modern hardware in order to investigate if it is now possible to use this at real-time in order to remove aliasing from texture sampling. This project has involved heavy use of frequency-space transforms, to transform the 2D textures into frequency-space and synthesize the textures back from frequency-space.
July 2011 – Oct 2011	Point Cloud Mesh Generation This project was done for the Nottingham Cave Survey. Laser scanner's datasets were the point of interest for this project as this data could only be displayed as a pre-computed non-interactive video or a static virtual tour if wanted in real-time. The aim of this project was to establish a workflow for putting the scanner's datasets into a real-time virtual environment.
April 2010 – May 2012	<u>NerfGames Ltd</u>

The majority of projects undertaken within NerfGames can be found at nerfgames.co.uk. Most were developed in C# and XNA 4.0. One of these projects is the NerfCore which is an in house games engine that is designed to replace, optimise and enhance many areas of XNA and make programming games for XBOX, PC and WP7 quicker and easier to implement more feature rich content. Throughout these projects SVN and then later TFS were used to make version control easy while working as a team on the same codebase.

Interests and Activities

Keeping myself up to date with new technologies and learning about existing technologies is extremely important to me. Also researching development techniques and software architectures; I do much of this by programming my own implementation of such technologies where possible.

References

Available on request