

Craig Forrester

Portfolio ishisoft.com

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D.O.B. May 1987

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I have loved playing computer games for years and making them has been the only career of any interest to me. I have a First Class BSc in Computer Games Science, and almost two years of games industry experience.

I am primarily a programmer but with a good eye for the creative side of things too, having done the design, code and 2D art on a number of small games in my free time (see my portfolio website ishisoft.com). I have experience using C++ and C#, and have worked on the PC, PS3, DS, and the Xbox 360 using XNA.

My ideal job is to be part of a small team where I can have creative input alongside programming tasks, working on fun games that don't take themselves too seriously.

Education

BSc Computer Games Science (Teesside University)

First Class Degree

A Levels

Computing (A), Maths (A), Physics (B), Art (C), General Studies (A).

Work Experience

May 2009 - Present

Working at Full Fat Productions as Games Programmer.

September 2007 – September 2008

Placement year at Atomic Planet Entertainment as part of my degree.

The Water Horse: Legend Of The Deep (PS2, PC)

General gameplay programming.

Super Rub'a'dub (PS3)

Created a patch for the original game, which added in-game commerce, monthly and regional leaderboards, Dual Shock 3 support, unlockable characters, and other tweaks and fixes. I was the only programmer on this project.

Real Madrid: The Game (Wii, PS2, PC)

General gameplay programming.

April 2004 – September 2005, Summer 2006

Saturday Sales Assistant at a stationery store. Later on I filled the manager position at another branch until a new manager was hired.

References

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