

Alex Hampton

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Overview

- 6 years of professional development experience
- AAA Titles
- 4+ Million units shipped
- Gameplay and Tools programming
- 360, PS3, Wii, PSP, PS2

Employment

- **High Impact Games:** September 2005 - Present
 - Gameplay Programmer September 2005 – March 2007
 - Senior Gameplay Programmer March 2007 – August 2008
 - Lead Gameplay Programmer August 2008 – November 2009
 - Tools Programmer November 2009 – Present

Titles

- **Ratchet and Clank: Size Matters:**
 - Platform: PSP
 - Features:
 - Implemented all enemies, level events, and particle effects for roughly 10 out of the 20 'segments' in the game
- **Secret Agent Clank:**
 - Platform: PSP
 - Features:
 - Implemented all enemies, level events, and particle effects for roughly 10 out of the 30 'segments' in the game
- **Jak and Daxter: The Lost Frontier:**
 - Platform: PSP, PS2
 - Features:
 - Oversaw team of eight Gameplay Programmers
 - Implemented Jak Player code, including 6 weapon-like 'powers'.
 - Implemented arcade-style airplane mechanics featuring five different planes with different flight characteristics, customizable weapons and customizable handling
 - Implemented eight plane-based weapons
- **Call Of Duty: Modern Warfare 3 (Wii):**
 - Platform: Wii
 - Features:
 - Chosen to sub-contract with Activision on-site at Treyarch studio
 - Debugged and fixed existing gameplay scripts to work with art/code changes made for the Wii version
 - Rapidly became proficient with new development process, tools, and proprietary scripting language

- **Unannounced Prototype:**
 - Platform: XBox360
 - Features:
 - Converted manual build system to dependency-based build system with automated build server
 - Expanded Game Objects system to allow for more complex and developer friendly game objects.
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Skills

- Primary Development Languages: C/C++
 - Familiar with Maya application as well as MEL scripting and the Maya C++ API
 - Familiar with various console-specific IDE's/debuggers: Visual Studio, CodeWarrior debugger for Wii, SN Systems ProDG debugger for PS3/PSP/PS2
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Passions

- Creating interactive code that is primarily fun, and also clean and efficient
 - Analyzing and optimizing development pipelines via applications or processes
 - Working with a tightly-knit and highly collaborative team to draw upon diverse experiences and opinions
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Education

- **Full Sail University:** Bachelor of Science of Game Design and Development