Lizi Attwood

Experienced Gameplay Programmer

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- 20 years of commercial Games Industry programming experience
- 26 Released games including multi-platform titles
- Familiar with PC, console, mobile and VR development
- Implemented functionality in AI, Graphics, Gameplay, Networking, Physics and Presentation
- Experience using Unity, Unreal & multiple in-house technologies
- Familiar with source control including: Perforce, Git, SVN and others
- Set up and maintained continuous integration systems including Jenkins and Unity Cloud Build
- Excellent written and verbal communicator across multiple disciplines
- Proven leadership and management ability including staff assessment and code reviewing
- Attention to detail with an eye for good game design
- Motivated and will take initiative without needing to be asked

Experience

October 2014 - Present **Technical Director** **Furious Bee Limited**

Together with Ross Mansfield, I formed the studio Furious Bee Limited to provide programming and art outsource services. We are a very small but highly experienced team of industry veterans, we make games and help other people to make their games too. We worked with Sam Barlow on the highly anticipated games Telling Lies and Immortality. As well as Keita Takahashi on his next title.

April 2014 – October 2014 **Technical Director** **Mars On A Stick Ltd**

As technical director and co-founder of games development studio Mars on a Stick Ltd, I helped to create their first title Cute Evil Strange, featuring asynchronous multiplayer gameplay with a strong social element.

April 2012 – March 2014 **Senior Programmer** **The Blast Furnace**

At The Blast Furnace, which was a first party Activision studio, I joined early and helped them ship their first title: Pitfall! I worked on level generation and design tools. Then I went on to implement the presentation for Call of Duty: Strike Team.

April 2008 – April 2012 **Lead Programmer** **Relentless Software**

At Relentless I was placed in a leadership role for a patch of Buzz!: Quiz TV and quickly demonstrated I was capable of leading a larger team. I was promoted to Lead Programmer in February 2009 and placed in charge of Buzz!: Quiz World and Buzz!: Quiz Player, the latter was completed early and under budget. I then worked on multiple prototyping phases and lead the programming team for the studio's first Xbox 360 project: Kinect National Geographic TV.

August 2005 - April 2008 **Games Programmer** **Black Rock Studio/Climax**

I worked at both Climax Solent and Climax Racing on multiple titles. For MotoGP07 I created a pink slip online game mode, implementing a system that would catch and punish cheaters. Climax Racing was bought by Disney and became Black Rock Studio, where I worked on the online features for Pure.

December 2004 - August 2005 **Games Programmer** **Criterion Games**

Here I worked on Burnout Revenge where I implemented gameplay features and the progression system.

September 2002 - December 2004 **Games Programmer** **Argonaut Sheffield**

My introduction to the industry where I picked up some great coding habits working on gameplay and UI for Powerdrome.

Education

1999 – 2002 Middlesex University BSc Computer Science with Marketing First class honours

Games

Immortality (PC/iOS/Switch/Xbox)	**Technical Director**	**Furious Bee Ltd**
Telling Lies (PC/iOS/Switch/PS4/XboxOne)	**Technical Director**	**Furious Bee Ltd**
Last Stop (PC/PS4/XboxOne)	**Technical Director**	**Furious Bee Ltd**
It's Quiz Time (PC/PS4/XboxOne)	**Technical Director**	**Furious Bee Ltd**
Her Story (Android)	**Technical Director**	**Furious Bee Ltd**
Black & White Bushido (PC/PS4/XboxOne)	**Technical Director**	**Furious Bee Ltd**
Binaries (PC)	**Technical Director**	**Furious Bee Ltd**
Drive! Drive! Drive! (PS4/PS Vita)	**Technical Director**	**Furious Bee Ltd**
Smash Bandits (Universal Windows)	**Technical Director**	**Furious Bee Ltd**
Viral (GearVR)	**Technical Director**	**Mars On A Stick Ltd**
Cute Evil Strange (iOS/Android)	**Technical Director**	**Mars On A Stick Ltd**
Call of Duty: Strike Team (iOS/Android)	**Senior Programmer**	**The Blast Furnace**
Pitfall! (iOS/Android)	**Senior Programmer**	**The Blast Furnace**
Kinect National Geographic TV (Xbox 360)	**Lead Programmer**	**Relentless Software**
Quiz Climber: Rivals (iOS)	**Lead Programmer**	**Relentless Software**
Buzz! Quiz Player (PS3)	**Lead Programmer**	**Relentless Software**
Buzz! Quiz World (PS3)	**Lead Programmer**	**Relentless Software**
Buzz! Quiz TV (PS3)	**Games Programmer**	**Relentless Software**
Pure (Xbox 360/PS3)	**Games Programmer**	**Black Rock Studio**
Moto GP 07 (Xbox 360)	**Games Programmer**	**Climax Racing**
ATV Offroad Fury Pro (PSP)	**Games Programmer**	**Climax Racing**
ATV Offroad Fury 4 (PS2)	**Games Programmer**	**Climax Racing**
Ghost Rider (PS2)	**Games Programmer**	**Climax Action**
Crusty Demons (PS2/Xbox)	**Games Programmer**	**Climax Action**
Burnout Revenge (PS2/Xbox)	**Games Programmer**	**Criterion Games**
Powerdrome (PS2/Xbox/PC)	**Games Programmer**	**Argonaut Sheffield**