

Lizi Attwood

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Experienced Gameplay Programmer

- 13 years of commercial Games Industry programming experience
- 21 Shipped games including multi-platform titles
- Familiar with Xbox360 including Kinect, Playstation3, Vita, mobile platforms and VR development
- Implemented functionality in Gameplay, Networking, Physics and Presentation
- Experience using Unity3D, DirectX, XNA, Scaleform, NetZ & multiple in-house technologies
- Familiar with source control including: Perforce, Git, SVN and others
- Set up and maintained continuous integration systems including CruiseControl.NET
- 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
- Lead Evaluator for the Skillset University Accreditation scheme
- Helped organise and assess the annual Search for a Star contest with Aardvark Swift every year since inception

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 both make games and help other people to make their games too.

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 I worked on the gameplay for Pitfall! working on level generation and the difficulty curve. Then I went on to do the presentation on 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 the Traffic Checking feature 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

Her Story (Android)	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 (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