

# George Lamb

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## 1 About

I'm a game and graphics programmer from Australia. I have personal experience working with Vulkan and OpenGL, in addition to professional experience with DirectX 11 and 12, Playstation 4 and 5. I have the most experience working with C and C++, but I'm also a competent Lua programmer.

I'm a fast learner and I have a lot of passion for not only computer graphics but software (especially video games) in general.

## 2 Experience

### 2.1 Big Ant Studios

*Feb 2022 - present*

While at Big Ant Studios, I've worked on many different aspects of several big-budget sports video games, including gameplay features and gameplay support systems. I work alongside artists to upgrade the look of the renderer in Big Ant's in-house game engine, and I'm responsible for optimising the graphics side of the engine to keep it inside the frame budget, ensuring consistent rendering performance across platforms.

## 3 Education

### 3.1 Academy of Interactive Entertainment

*Jul 2021 - Dec 2022*

I did the first year of the course in 6 months rather than the usual year.

- Advanced Diploma of Game Development (Programming)
- Diploma of Screen and Media
- Diploma of Information Technology

## 4 Skills

- Programming languages: C++, Lua, C#, shader languages (HLSL, GLSL)
- Version control: Git, Subversion, Perforce
- GPU APIs: Vulkan, OpenGL, DX11, DX12, PS4 & PS5-specific.
- Profiling tools: PIX, perf, PS4 & PS5-specific
- Other: 3D maths, Linux

## 5 References

Available on request.