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 References

Available on request.