

# Alexandru Simion

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## OBJECTIVE

To advance my career as a professional programmer in the games development industry.

## SUMMARY OF QUALIFICATIONS

Senior game programmer with over 10 years of professional experience and over 35 titles released on multiple platforms, including PC, PS2, XBOX, GCN, PSP, XBOX360, Wii, and PS3. Proven ability to work closely with all development departments, providing training and technical assistance. Passionate about game development, having many personal game projects released.

- Skilled with C/C++ language in both Microsoft Visual Studio and Metrowerks CodeWarrior
- Experienced with 2D and 3D graphics programming in DirectX and OpenGL
- Experienced with audio (DirectX, OpenAL) and input (DirectX)
- Experienced with scripting languages, like LUA and GS9
- Experienced with tools programming in Win32 API, including FX and visual shader editors
- Basic knowledge with J2ME and mobile games programming
- Occasional experience with C#, Visual Basic, HTML, PHP, JavaScript, MySQL, Perl, etc.
- Graphics skills with Adobe Photoshop, Dreamweaver, Flash, Blender, 3DStudio Max, LightWave
- Experience with various audio and video formats and with dedicated libraries for decoding them

## PROFESSIONAL EXPERIENCE

<b>Fun Labs</b>	2001-Now
<b>Sand Grain Studios</b>	2004-2009
<b>Magic Wand Productions</b>	2005-2009

<http://www.funlabs.com>

Note: these companies are part of the same group, developing titles for different game platforms, published by Activision and Activision Value.

- Worked as engine programmer on all the company's games, implementing various engine features.
- Worked as gameplay and AI programmer on some of the company's titles.
- Worked as lead programmer on "U.S. Most Wanted: Nowhere to hide", a PC first person shooter.
- Implemented game menus, HUDs, weapons, game logic, player profile, save/load modules, etc.
- Wrote some early parts of the 3D render engine.
- Created the special effects module, including particle systems, and the dedicated FX editor, which I maintained and updated over time.
- Implemented dynamic sky and weather systems, with rain, sun flares, light-shafts and other post processing special effects, like radial bloom.
- Created the visual interface of the next-gen shaders compiler tool.
- Occasionally wrote multi-platform render code, like sky and cartoon shading pipelines.
- Implemented parts of the debugging module.

- Maintained and updated the map compiler tool that generates the level data, including terrain, space partitioning and visibility, color and ambient maps, projected shadows, path finding nodes, etc.
- On many occasions, offered support to all the game development teams and current projects.

#### Shipped Games:

2010: Rapala Pro Bass Fishing, Cabela's North American Adventures  
 2009: Cabela's Monster Buck Hunter, Chaotic: Shadow Warriors  
 2008: Cabela's Outdoor Adventures, Cabela's Legendary Adventures, Championship Paintball 2009, Cabela's Dangerous Hunts 2009  
 2007: History Channel: Battle for the Pacific, Cabela's Monster Bass, Cabela's Big Game Hunter, Cabela's Trophy Bucks  
 2006: Rapala Tournament Fishing, Cabela's African Safari, Harley-Davidson: Race to the Rally, Rapala Trophies, Cabela's Alaskan Adventure, Cabela's Dangerous Hunts Ultimate Challenge  
 2005: Seaworld: Shamu's Deep Sea Adventures, Cabela's Dangerous Hunts 2, Cabela's Outdoor Adventures  
 2004: Cabela's Big Game Hunter 2005 Adventures, Rapala Pro Fishing, Cabela's Deer Hunt 2005 Season  
 2003: Cabela's Dangerous Hunts, Cabela's Deer Hunt: 2004 Season, Cabela's Big Game Hunter 2004 Season, Revolution, Cabela's 4x4 Offroad Adventure, U.S. Most Wanted: Nowhere to hide  
 2002: Cabela's Big Game Hunter, Shadow Force: Razor Unit  
 2001: Secret Service: In Harm's Way

### Phoenix Online Studios

2010

<http://www.tsl-game.com>

- Worked on "The Silver Lining", a game based on the Kings Quest series and licensed by Activision.
- Integrated my own 3D path-finding technology in their engine (based on Torque).
- Upgraded their characters walk system.

### Nemira Media Impex

2000-2001

- Gameplay and engine programmer.
- Worked on a 3D arcade called "Fire Power" and a 3D interactive software for virtual presentations.
- Implemented parts of the 3D render engine, using DirectX.
- Implemented the 3D models support, with meshes, skeletal animations, and materials.
- Wrote a 3DStudio Max plug-in, for exporting meshes and animations.
- Implemented the input module and audio support, as well as various gameplay tasks.

## PERSONAL PROJECTS

### Dizzy and The Other Side

2008

<http://www.yolkfolk.com/tos>

A 2D platform adventure, in the classic style of the well known Dizzy series.

- Original story, funny dialogs, smart puzzles, and retro design
- Heavy scripting in GS9 language
- Website and online presentation

## **DizzyAGE games engine**

2006

<http://www.yolkfolk.com/dizzyage>

A set of tools including a 2D run-time engine and a tile map editor, designed for creation of Dizzy games. DizzyAGE has an established community who created over 50 games using this engine.

- Modular code design, with easy porting on future platforms.
- Fast 2D render engine, using 3D accelerated hardware, with support for both DirectX and OpenGL.
- Complex file system, able to read files from memory, ZIP, and custom PAK archives.
- Audio module based on DirectSound, with support for streaming music.
- Support for various audio formats, using third party libraries like OggVorbis and STSound.
- Input module based on DirectInput, with support for joysticks, gamepads and force feedback.
- Dedicated GS9 scripting language, for action and puzzles implementation.
- Advanced debugging system, with memory management, leaks detection, and crash information.
- Extended documentation, books, examples and tutorials.
- Online development community and annual games competition.

## **GS9 scripting language**

2005

<http://www.simion.co.uk/g9>

A simple procedural scripting language, similar to LUA and Python.

- Speed, simplicity, and stability, for use in game applications.
- Using Flex & Bison for compiler generation.
- Virtual stack machine, to run the script compiled code.
- Extensive documentation, including a book for beginners in programming.

## **Saboteur 95**

2005

<http://www.simion.co.uk/saboteur>

An action platform game, inspired by Clive Townsend's Saboteur.

## **E-Type**

2000

A space shoot'em up game, inspired by the classic R-Type, with two horizontal scrolling levels.

Note: Previous projects include experience with X86 assembly, DOS4GW, Pascal, and Z80 programming.

## **EDUCATION**

### **University of Bucharest**

2000

Graduated B.S. in Computer Science and Mathematics