





DAVID GALLOWAY

SOFTWARE ENGINEER

CONTACT

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SKILLS & KNOWLEDGE

Rendering Technology
★★★★★

Console Development
★★★★★

Debugger Architecture
★★★★★

Mentorship & Coaching
★★★★☆

Computer Architecture
★★★★☆

Mixed Reality / Virtual Reality
★★★★☆

ACCOLADES



2019 VIA Tech Award For
“Innovative Excellence”
(Dreamcraft)

ABOUT DAVID



CAPCOM



ACCOLADE



A veteran of the AAA games industry with 20+ years experience, David pioneered techniques now ubiquitous to 3D rendering in games.

EXPERIENCE



VICTORIA SATELLITE STUDIOS INC.
2019-current
Co-Founder & Software Engineer

Software engineering and technical leadership role in game design and rendering technologies.



DREAMCRAFT ATTRactions LTD.
2017-2019
Senior Software Engineer

Develop and maintain theme park attraction software, focused in rendering technologies, performance and optimization.

- Designed & implemented AR/VR motion platform tracking system
- Diagnosed and solved bio-technical problems in VR/MR technology platforms for deeper VR/AR immersion in ride systems technology
- Technologies Used: **Unity LTS, Amplify Shader Editor**

ACCOLADES CONT.



Nominated for "Action Game of the Year" at 2013 D.I.C.E. Interactive Achievement Awards (Sleeping Dogs)



3D Accelerator Design
Received "Card Of Choice"
For Maximum PC's 1998
Dream Machine (Pure3D II)

TECHNOLOGIES

HLSL



Unity



Unreal Engine 4



Sony Playstation 4



Sony Playstation 3



Microsoft Xbox One



Microsoft Xbox 360



Nintendo Switch



Sony Playstation Portable



ONE BIT LABS

2015-2016

Senior Software Engineer

Develop and maintain console ports with a focus on rendering technologies, performance and optimization.

- Developed and maintained performant rendering pipelines for State Of Decay on Microsoft's XBOX One.
- Technologies Used: **Unreal Engine, Crysis Engine, Microsoft Xbox One**



INTERDIMENSIONAL GAMES

2014

Chief Technical Officer

Develop game systems for independent video game "Consortium"

- Hire and manage internal development staff, implemented development operations and infrastructure for team of 6+.
- Code recovery from binary - reverse engineered critical components from binaries where source code was unavailable by engine programmer - saving \$10,000's in lost time.
- Technologies Used: **Source Engine**



ELECTRONIC ARTS CANADA

2013-2014

Senior Software Engineer

Hired as a software engineer with a focus on input and optimization.

- Developed Cutting Edge Input Response Technologies Greatly Enhancing Feel For FIFA customers.
- Isolated And Fixed Deep Technical Threading Problems That Could Have Significantly Delayed Launch Of FIFA
- Technologies Used: **Microsoft Xbox One, Sony Playstation 4**



VANCOUVER FILM SCHOOL

2014

Video Game Programming Instructor

Taught programming to game design students.

- 100% passing rate amongst attendees..

TECHNOLOGIES CONT.

Nintendo Gamecube

★ ★ ★ ★ ☆

Sony Playstation 2

★ ★ ★ ★ ☆

Sony Playstation

★ ★ ★ ★ ☆

C#

★ ★ ★ ★ ☆

C++

★ ★ ★ ★ ☆

VOLUNTEER

VANCOUVER HACK SPACE

Director

2012-2014

Chosen by peers of largest hack space in greater Vancouver area for his history of level-headed decision making.

GIRLS SOCCER TEAM

Head Coach

2008

Took last place team to first place winners after joining the team mid-season



UNITED FRONT GAMES LTD.

2011-2013

Senior Software Engineer

Hired as a rendering specialist

- Successful Migration From DX9 To DX11 Without Disruption For Over 250+ Employees Saving A Potential \$100,000's In Estimated Downtime.
- Developed stereoscopic rendering technology
- Notable Projects: **Sleeping Dogs**

GRIPTONITE / AMAZE ENTERTAINMENT

2006 - 2011

Senior Software Engineer



Hired to develop AAA console games.

- Developed Then Cutting Edge Technology To Reduce Massive 3D Landscapes Onto Very Limited Hardware Specifications Of The Sony Playstation Portable By Using Scientific Methods To Increase Performance, Delivering A Technically Impressive And **Mission Critical Feature** That Would Define The Franchise.
- Developed Algorithm Now Known As "Compact Normal Storage" Algorithm Of Animation Compression.
- Developed Optimization Tools And Techniques For Artists
- Notable Projects: **Assassin's Creed: Bloodlines, Call Of Duty: Roads To Victory**
- Technologies Used:: **Sony Playstation Portable, Nintendo 3DS, Nintendo Wii, Microsoft Xbox 360.**



HUMONGOUS ENTERTAINMENT INC.

2001-2006

Senior Software Engineer

Hired as a console development specialist

- Developed critical debugging tools for Scumm, delivering robust content on fixed media formats that can not be updated post-launch
- Notable Projects: **Backyard Baseball, Backyard Football, Backyard**

**Skateboarding, Backyard Basketball,
Moonbase Commander**

- Technologies Used: **Sony Playstation 2, Nintendo GameCube, Nintendo Gameboy, Python**



CAVEDOG ENTERTAINMENT
1999-2001

Senior Software Engineer

Hired as an advanced rendering specialist.

- Implemented Advanced Rendering Techniques
- Implemented Then Cutting-Edge Real-Time Wind And Water Physics Simulations
- Technologies Used: **Microsoft DirectX, C++**

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CANOPUS CORPORATION
1997-1999

Lead Software Engineer

PC hardware development. Hired to develop drivers and software for cutting edge 3D rendering hardware

- Lead Programmer For Pure3D II Voodoo 3D Accelerated Graphics Card
- Quintupling Testing Efficiency, By developing industrialized 3D accelerator testing technology saving potentially > \$100,000's In QA Cost
- Developed advanced 3D accelerator debugging tools
- Received softice award In 3D rendering technology
- Received 3D Accelerator Card Of Choice For Maximum PC's 1998 Dream Machine



CAPCOM USA
1996-1997

Software Engineer

Hired to assist developers in Football/Sport AI and 3D design pipeline for Sony's Playstation.

- Removed major bottleneck and revolutionized 3d design techniques for Capcom on Sony's Playstation with real-time on-machine preview system.
- Technologies Used: **Sony Playstation**

ACCOLADE

ACCOLADE INC

1994-1996

Technical Director For External Development
/ Lead Programmer

Hired as a lead gameplay programmer and
got promoted to Technical Direction.

- Notable Projects: **Brett Hull Hockey, Unnecessary Roughness '96**
- Technologies Used: **Super Nintendo Entertainment System, Sega Genesis.**



ELECTRONIC ARTS CANADA

1990-1993

Software Engineer

Hired to deliver performant,
hardware-specific visual FX in games.

- Developed Hardware-bending special FX Techniques for Road Rash for the Super Nintendo Entertainment System
- Notable Projects: **Road Rash, NHL '94**

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SILICON SPRINGS

1985-1989

Co-Founder

Worked as a software engineer for various
contract GUI software and games.

- Developed full mouse interfaced Windowed OS called the Silicon Desktop for the C64 prior to GEOS.
- Implemented Smooth Scrolling FX By "Chasing The Beam"