David Bowley

Personal Statement

I am a strong group lead with a proven record of shipping multiple projects on multiplatform engines. I have over 8 years management experience and over 15 years professional programming experience. Over the past 8 years I have built and managed multidiscipline teams nurturing positive team cultures with onsite, hybrid and remote team members. I am looking for a position to challenge my skills in people management and technical leadership.

Experience

- Group Lead Experience
  - Maintaining clear lines of communication with reports.
  - Building and maintaining positive team culture.
  - Supporting the team through long periods of uncertainty.
  - Leading teams through tight deadlines.
  - Managing a multi-disciplinary team of UI engineer, UI Art and UX Designers.
  - Managing remote employees in different time zones across North America and Europe
  - Managing team members of differing; gender, faith, sexual orientation and neurodiversity.
  - Planning and scheduling feature development with cross team dependencies.
  - Interviewing potential candidates to join the studio.
  - On-boarding new starters to the studio or project at various levels from Intern to Manager.
  - Managing new starter and promotion probations.
  - Setting up best practices and development guidelines.
  - Discussing and agreeing career goals and career direction with reports.
  - Monitoring and evaluating the performance of reports.
  - Supporting underperforming team members via performance management.
  - Contributing to pay review and promotion discussions.
  - Technical assessment of planned feature development.
  - Technical assessment of planned tools improvements for Tech.
  - Maintaining Memory budgets throughout the project.
  - Maintaining Performance targets throughout the project.
  - Acting as a point of contact for third parties contributing towards the project.
  - Evaluating 3rd party contributions and ensuring they have met agreed goals.
  - Working and liaising with cross site team members located at multiple sites around the world.
- Programming Experience
  - Working as a technical expert for Ubisoft's internal UI technology supporting multiple projects across the organization.
  - Object Orientated C++.
  - Building UI using a MVVM and MVC design pattern.
  - Working and maintaining code in a cross-platform engine.
  - Tools programming in C# and WPF.
  - JavaScript.with Adobe ExtendScript.
  - Excel VBA.
  - Batch programming.
  - Working with Microsoft Xbox Series X, Xbox One SDK and XR.
  - Working with Sony PS5 and PS4 SDK and TRC.
  - Implementing debug tools to aid internal and external testers.
  - Debugging and diagnosing issues using platform holder crash dumps from live products.
  - Writing scripts to automate tasks.
  - Carrying out logical game-side coding tasks.
  - Maths including; vector and matrix arithmetic.
  - Producing easily readable and maintainable code.
  - Debugging my own as well as fellow team member's code.

- Maintaining coding standards.
- Contributing proactively to design discussions.
- Follow rapidly changing design specification.
- Scheduling and estimating tasks for deadlines.
- Source Control using Perforce and TortoiseSVN.
- Evaluating third party software as a replacement for existing tools.
- Optimisation for memory savings using in-house and external tools.
- Optimisation for performance savings using in-house and external tools..

Industry Presentations

- Ubisoft Developers Conference 2023

Created and delivered a presentation entitled "Building and Maintaining Arabic Support in Snowdrop" at the Ubisoft Developers Conference 2023 to the Ubisoft Organization both virtually and in-person.

- Ubisoft UI Community

Presented to the Ubisoft UI Community the implementation process for developing UI on the Snowdrop Engine using different in-house technologies.

- EA UI Community

Presented to the EA Worldwide Studios UI Community the process of developing UI menus for the F1 franchise from design to implementation. The aim of the presentation was to provide knowledge sharing with other studios which included a live implementation demo and extensive Q&A.

Industry Employment

Turtle Rock Studios **March 2025 - Present**

- Unannounced Project – Lead UI Engineer

Ubisoft Toronto **June 2022 – March 2025**

- Splinter Cell Remake – Team Lead Programmer (UI)

EA Sports – Codemasters Brimingham **December 2015 – May 2022**

- F1 2021 (Xbox Series X, Xbox One, PS5, PS4, PC) – Software Engineer Group Lead UI
- F1 2019 (Xbox One, PS4, PC) – Senior Programmer UI Group Lead
- F1 2016, F1 2017, F1 2018 (Xbox One, PS4, PC) – Experienced UI Programmer

Spiral House LTD **December 2010 – December 2015**

- Troll and I (Xbox One, PS4, PC) – Tool and GUI Engineer.
- Playstation Pets (PSVita) – GUI Engineer.
- Table Top Sports: Cliff Diving (PSVita) – GUI Engineer.
- Eyepet Adventures PSP – Junior Programmer

Qualifications

Degree - Sep 2007 – July 2010 University of Central Lancashire
BSc(Hons) Computer Games Development Second Class Honours.

A Levels - Blackpool and the Fylde College Sep 2004- June 2006
- BTEC Forensics Science– Distinction/Distinction

GCSEs- Cardinal Allen R.C High School Sep 1999 – July 2004
- 7 Grade A – C including English and maths.

Other information

Hobbies and Interests

- I have a strong passion for playing computer games. I enjoy playing a variety of game genres on console and PC.
- I enjoy reading books and I am currently reading *The Wheel of Time Series.*