

**RuneScape (RS3)** - <https://play.runescape.com/> - So many contributions over the years, here are some of the recent highlights:

- Prototyped and implemented the new VFX system in RuneScape.
- Implemented various shader enhancements during development of a new material system, including anisotropic hair shaders, glass effects and contributed to the PBR shader pipeline design and implementation - including for the recent avatar rework project.
- Data pipeline management and asset conditioning systems.
- DCC tooling and scripts for everyday workflow improvements.
- Batch processing tools for mass asset updates.
- Strategic involvement in new games technology design and development.

**Chronicle: RuneScape Legends** -

[https://runescape.wiki/w/Chronicle:\\_RuneScape\\_Legends](https://runescape.wiki/w/Chronicle:_RuneScape_Legends)

- VFX including custom shader effects such as heat haze.
- All character and terrain shaders including stylised character shading, cards, special effects such as card character burn up, multi-layer terrain shaders.
- Unity tooling including seamless UV map blending for light and shadow map baking, profiling tools and editor enhancements for design.
- <https://www.youtube.com/watch?v=04FtxS5gaMY>

**Korix (PSVR)** - <https://store.playstation.com/en-gb/concept/223046>

- All building and unit modelling
- All shaders
- All lighting
- All VFX
- PSN integration (4 player multiplayer, lobby, achievements)
- Voice chat systems
- Intro sequences and cutscenes
- Profiling and code optimisation
- Trailers and video editing
- <https://www.youtube.com/watch?v=QbKYzCmQE5I>

**All the Conflict Desert Storm Series** - [https://en.wikipedia.org/wiki/Pivotal\\_Games](https://en.wikipedia.org/wiki/Pivotal_Games)

- VFX
- Lighting
- Physics simulations and animation baking
- Environment and prop modelling and texturing
- In-house tooling for art authoring workflow improvements
- <https://www.youtube.com/watch?v=l5c4Ms2rzuM>

**Classified: France '44** -

[https://store.steampowered.com/app/2085370/Classified\\_France\\_44/](https://store.steampowered.com/app/2085370/Classified_France_44/)

- Lighting and shadow optimisations
- Environment shaders
- LOD setups and vegetation optimisation (both models and shaders)
- General best practise advice and art team support

**Fundamental XR** - <https://www.fundamentalxr.com/>

- Shaders for VR medial training simulations including realistic skin shaders, eye/retina shaders and scripted interaction behaviours.
- Cloth shaders
- Asset optimisation
- R&D simulation transition effects, e.g. x-ray effects and stereo microscope effects.
- <https://youtu.be/tHnWHrm-PAM?t=36>
- <https://www.youtube.com/watch?v=e3pDzV2n2d8>

**Unity** - GDC 2015 Unity Labs Demo - <https://www.youtube.com/watch?v=k9WvzZnUuDU>

- Developed the skin shader for the scientist character used in the Unity Lab demo for the GDC 2015 Unity 5 reveal.