SEAN BUTLER

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SKILLS

Primary

team leadership, software engineering management, teaching & training, coaching & mentoring, quality written & visual comms, certified scrum master, scheduling & estimation, game & level design

Familiar

mental health first aid, technical product ownership, pastoral care

TECHNOLOGIES

Primary

c/c++, mobile & console game development, in-house engines & unity, lex, yacc, compilers & visual languages, linux tools and scripting, opengl, js, v8, node & variety of web tech, jira & automation, game ai, gof ai, pcg etc

Familiar

python & assorted libraries, unreal, shaders, generative ai, rag, prompt eng, arduino & rp2040, playfab, perforce, jenkins, docker, java, android etc

WORK & EMPLOYMENT

technical director THIRD KIND GAMES LTD
sept 2025 – present | leamington spa, uk
- oversee the development of multiple AAA codev projects in parallel
- develop and presented technical pitches to clients, including technical architecture, development strategies, project scopes and costing etc
- liaise with counterparts at other AAA game companies
- coaching leads, handling staffing elevated issues

staff engineer & team lead ARM LTD
sept 2023 – may 2024 | cambridge, uk
- product owner for GPU compiler, team lead and line manager to 13 people across 3 teams in 2 countries
- jira automation data driven back end for software engineering processes
- promotions for 2 directs including one brought up from remedial action

lead programmer UBISOFT LTD
sept 2021 – sept 2023 | leamington spa, uk
- team lead for 2 core tech features; custom visual programming language and backend global game strategic ai
- 12 direct and indirect reports across two teams of programmers. shaped the processes and technology of the project. Work with stakeholders across multiple sites and projects
- grew a disillusioned team to happy and high performing. coached individual from needs improvement to high performing on core skills. mental health first aider

senior lecturer UNIVERSITY OF THE WEST OF ENGLAND
sept 2016 – may 2021 | bristol, uk
- various procedural content generation research projects, grant funding.
- game technology modules specified, written & lead to reach learning goals. teaching 50-70 students at a time
- supervising dissertations & providing guidance to multiple group projects in parallel
- academic personal tutor, helping students confidentially with their personal problems

owner TRUCKULUS LTD
march 2015 – sept 2016 | birmingham, uk
- mobile fleet tracking and loads brokerage project for haulage industry. saas approach to backloads management for small hauliers.
- angel funded startup. pitched for external funding and to clients. hired staff, managed devs, etc.

game director / producer SOSHI GAMES LTD
feb 2013 – feb 2015 | birmingham, uk
- vc funded startup for music industry game concepts. reporting to the ceo & board. responsible to improve monetization and final quality of existing live game. achieved goal of 25% day one retention
- stepped in to role of producer. scheduled and managed from high level concepts of owner to multiple small teams

programmer HAPPY LITTLE ALIENS
feb 2011 – feb 2013 | birmingham, uk
- self funded micro studio focusing on non-violent iOS games. designed and developed 2 iphone games.
- collaborated with distributed team via internet

lead programmer, game designer BEHAVIOUR INTERACTIVE
jan 2005 – feb 2011 | montreal, canada
- created designs in fast paced short duration projects and big budget titles. contributed to pitches winning over $10M in funding across multiple platforms
- lead team of programmers using c++ on the nintendo ds. scoped and scheduled coding. designed and implemented an entire range of in game agents and systems
- interviewed new hires. etc

consultant JOHNSON COUNTY COMMUNITY COLLEGE
2004 | kansas city, usa
- worked with faculty on associates degree curriculum. provided course content and materials for programming, design, and related modules.
- participated in community outreach presentations

lead gameplay programmer ARGONAUT LTD
sept 1998 – mar 2004 | london, uk
- led team of gameplay programmers. maintained and extended in house scripting language
- interviewed, reviewed and guided junior programmers

programmer SIMTEX (UK) LTD
sept 1998 – mar 2004 | london, uk
- wrote bike vehicle model for a futuristic motorcycle race game.
- implemented a pc opengl world viewer allowing staff to check mesh, textures, lighting, etc.

programmer BLITZ GAMES
sept 1997 – dec 1997 | leamington spa, uk
- programmed the sound library for use in wargames (psx)
- designed and implemented hierarchical polygon subdivision code for use in glover on the (psx)

lecturer MIDDLESEX UNIVERSITY
sept 1996 – sept 1997 | london, uk
- created undergraduate games development course using psx console hardware, predating sonys playstation first initiative
- by years. publicity generated reached national media
- wrote, taught and examined multiple modules across the computing track, using opengl and c+

GAMES

third kind games	oblivion remaster	console / pc	technical director
	mavrix	console / pc	technical director
	sea of thieves	console / pc	technical director
ubisoft	unannounced title	console / pc	lead programmer
soshi games	queen: the game	unity / mobile	producer / game director
	weld hero (totem)	unity / pc	producer / game director
	arriva bus town	unity / pc	producer / game director
	clue the music	unity / mobile	producer / game director
	dj of the dead	unity / mobile	producer / game director
	music festivals	facebook	game director
happy little aliens	meteor storm escape	unity / mobile	programmer
	indigo bunny	unity / mobile	programmer
behaviour	ghostbusters	nintendo 3ds	pitch
	disney brave	nintendo 3ds	pitch
	wipeout 2	nintendo ds	game designer
	transformers 3	wii 3ds ds	pitch
	rango	unity / mobile	game designer
	naughty bear	unity / mobile	pitch
	mysims sky heroes	nds	script designer
	twilight (cancelled)	nds	game designer
	my sims agents 2 (cancelled)	nds	game designer
	mysims racing	nds	game designer
	the mummy 3	nds	game designer
	indiana jones & the staff of kings	nds	lead programmer
	kim possible 6	nds	additional programming
	monster house	nds	additional programming
	suite life of zack & cody: tipton trouble	nds	lead programmer
	kim possible 4	nds	additional programming
	scooby doo unmasked	nds	game programmer
argonaut	malice	ps2, xbox, pc	lead gameplay programmer
simtex	xlr8	pc / arcade	programmer
blitz	wargames	psx	programmer
	glover	psx	programmer

AWARDS

2010	my sims racing	finalist & best handheld game, nominated best game design canadian video game awards
2007	suite life of zack & cody	winner, multimedia technical innovation alliance numerique

EDUCATION & ACADEMIC

PhD AI & Cinema Theory INCOMPLETE Lancaster University
Sept 1992 - Sept 1996

- developed a prototype ai system that uses a subset of filmic principles to automatically create a "correct" film sequence from a library of annotated mpeg files. basically a film editing expert system. queries can be expressed with a simple syntax, and contain no film editing information.
- developed novel user interface for digital video editing, based on model of video editors at work. taught motif/osf x-windows programming to undergraduates. published in journals or conferences

BSc Computer Science Lancaster University
Sept 1989 - May 1992
- awarded an upper second. studied computer science, software engineering, human computer interaction, ai. also modules in maths, in developmental, cognitive and social psychology. ran speleology society.

Peer Reviewed Publications
- salge, c. et al. (2022) impressions of the gdmc ai settlement generation challenge in minecraft. foundations of digital games, athens, greece.
- butler, s. & parkes, a. (1997) film sequence generation strategies for generic automatic intelligent video editing. special issue on entertainment and ai/alife of applied artificial intelligence (aai).
- butler, s. & parkes, a. (1996) automatic film editing by filmic decomposition of nonfilmic queries. international conference on multimedia technology and management (icmtm), hong kong.
- butler, s. & parkes, a. (1996) spacetime diagrams for film structure representation. signal processing: image communication, volume 8 issue 4.
- parkes, a. p., nack, f., and butler, s. (1994) artificial intelligence techniques and film structure knowledge for the representation and manipulation of video. proceedings of riao 1994,intelligent multimedia information retrieval systems and management. vol. 2. rockefeller university, new york.
- butler s., & parkes, a. p. (1994) intelligent strategies for the presentation of video in intelligent tutoring systems. educational multimedia and hypermedia annual. ed-media 94, vancouver.

Other Publications
- butler, s. et al. (2021) exploring mapping functions and generative methods for procedural level generation from designer curves
- butler, s. (2020) clarification of video retrieval query results by the automated insertion of supporting shots
- butler, s. (2019) throwing things. seeds: proczine ed: jupiter hadley & dann sullivan

Scholarly Activity
- 2025, University of Warwick DTMI Industry Advisory Board
- 2020, generated digital postcards and poems, co applicant, heritage wales & artstation, generated from artifacts discovered during tourist visits to flat holm
- 2020, evolutionary game mechanic discovery, coevolution genetic programming game mechanic discovery, principal applicant / genetic programming over a c-like language within a realtime simulation which developed into an ensemble evolution study
- 2020, PROCJAM organiser, part of the team which set up and ran this well attended procedural content generation games jam
- 2020, Generative Minecraft Design Competition, judge / experience of minecraft and ai coupled with non participation qualified me as a judge for this international pgc/ai competition
- 2019, reviewer, INTERACT 2019 Conference
- 2019, reviewer, ICGI Conference
- 2019, machine learning for video game level design, principal applicant / hybrid methods montecarlo tree search and neural network for level design using surrogate model and playing agent for gameplay evaluation
- 2018, web and mobile 3d visualisation, heritage wales & art station / co applicant / web and mobile 3d visualisation using real world data and historical multimedia of heritage sites in south wales

PERSONAL

- family, travel, making things with wood and/or electronics. tech, climbing, the outdoors, video games
- full british driving license. married to an american citizen, right to work in usa. no criminal record
- references available on request