

Tom Mason

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Portfolio: <https://wheybags.com/projects>

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Education:

BA in Computer Science in Trinity College Dublin, grade II.I, graduated 2014

Technologies:

- C, C++, C#
- CMake, SDL, DirectX, OpenGL, P/Invoke
- hlsl, glsl, opengl
- Lua
- Python, Django, Python C Interface
- bash, Unix/Linux, particularly Debian
- Steam publishing pipeline

Experience:

August 2017 - Present; Developer, Wube Software (Factorio)

<https://factorio.com>

Working as part of an ~15 developer team, on the highly acclaimed PC game Factorio. At time of writing, Factorio is the second highest rated game on steam, just under Portal 2, and ahead of The Witcher 3: <https://steamdb.info/stats/gameratings/>.

I joined the team rather late in the development cycle, so the focus has been on completing some key features, and polishing the game for its final release in Summer 2020.

Responsibilities:

- General product development, polish, bug fixes, etc
- Currently writing Vulkan renderer
- Managing automated deployments of the game, to Steam, GOG and self hosted
- Was part of a 3-man team working on a new campaign mode, unfortunately cancelled due to time constraints
- Internal tooling, such as an automated crash log sorting tool
- On-premises server management for CI & bulk data storage
- LUT colour postprocessing implementation
- Text renderer & Rich text implementation
- Linux / MacOS build system

Technologies Used:

- C++ 17
- OpenGL, DirectX 11, Vulkan
- GLSL
- SDL
- CMake
- Lua
- Python, for internal tools & deployments
- Steam publishing pipeline

January 2015 - August 2017; Lead Developer, Artomatix

<https://artomatix.com>

Working on development of Artomatix' core product - a machine learning tool for texture artists in the VFX and video games space.

Responsibilities:

- Managing a team of four engineers
- Team task planning and scheduling
- Participating in management team
- Overseeing the development of the C# backend and Django frontend
- Developing product across the stack - working on front and back-end
- Defining product architecture
- Managing deployments of the product
- Wrote a threadsafe wrapper for GPU access + parallel job system
- Developed the first prototype of the online version of the product by myself
- Initiated port to OpenCL and Linux
- Primary developer on image loader project listed under Open Source Projects below

Technologies Used:

- C, C++, C#
- DirectX + hlsl
- OpenGL/WebGL + glsl
- OpenCL
- Python/Django
- Apache Zookeeper
- Amazon S3/Openstack Swift

Open Source Projects:

Freeablo

<https://freeablo.org>, <https://github.com/wheybags/freeablo>

I am the project founder and Lead developer of freeablo, a cross platform reimplementation of the Diablo 1 game engine, with almost 2000 stars on github.

Covered by Kotaku: <http://kotaku.com/1723017114> The engine is fully implemented in C++ using SDL, with python for scripting the GUI.

Dungeons & Directories

https://wheybags.com/dungeons_and_directories

An experimental game that I made for fun. It is a short text adventure game that you play in your file browser. Menu options are represented by folders, and text messages are displayed in filenames. All programming and art were done by me.

See more projects here: <https://wheybags.com/projects>.