

Tom Mason

Dublin, Ireland

Github: <https://github.com/wheybags>

Email: wheybags@wheybags.com

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

Phone: +353868454374

Education:

BA (yes, BA, Trinity is weird) in Computer Science in Trinity College Dublin, grade II.I, graduated 2014

Technologies:

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

Experience:

January 2021 - Present; Windows App Lead, Powder.gg, Remote, Paris - France

<https://powder.gg>

I am currently working at powder.gg on their Windows app. Powder is a social platform for gamers to share clips of gameplay with friends, and meet new people to play with.

Responsibilities:

- Ownership of product stability
- Ensuring feature parity with mobile apps
- Managing releases
- Internal tooling

Technologies Used:

- C++, C#
- P/Invoke
- WPF
- Media Foundation
- DirectX 11

August 2017 - January 2021; Developer, Factorio, Prague - Czech Republic

<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/>.

Responsibilities:

- General product development, polish, bug fixes, etc
- Rendering code, especially linux-related, LUT post-processing, (rich) text rendering
- 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
- 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, Dublin - Ireland

<https://artomatix.com>

Acquired by Unity Technologies in 2019.

Working on development of Artomatix's 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
- 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

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 reimplement 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>.