

Curriculum Vitae

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Professional Experience

NVIDIA Corporation, Senior Real-Time Rendering Engineer *since 2020*
10bit FX Ltd., DX11 C++ Developer *2017 - 2020*
MAXON Computer GmbH, OpenGL C++ Developer *2013 - 2017*

- Developed a full-featured tightly-integrated GPU pathtracer in DX11.
- Implemented many realtime and offline rendering features for production use.

Skills

Programming Languages: Advanced C++, C, Advanced GLSL, HLSL

APIs: Advanced OpenGL, Direct3D 11, Basic Vulkan

Theory: Rendering Technologies, Light Transport, Procedural Shading, Raytracing

Applications: Cinema 4D, Blender, RenderDoc, Visual Studio

Languages: English (Native), German (Intermediate)

Projects and Awards

- OpenGL 3.3 realtime GPU raytracing renderer for Quake 2 (*2016, 2017*).
- CPU-based pathtracer featuring integrated Lua as a modelling and shading language.
- CPU-based rasteriser featuring multi-threading and SIMD instruction usage.
- Numerous artistic and mathematical Shadertoy shaders.

Realtime Graphics Awards:

Assembly 2019, 4kb demo competition	<i>2nd place</i>
Revision 2018, 4kb demo competition	<i>1st place (out of 18)</i>
Under Construction 2017, 64kb / 4kb demo competition	<i>2nd place</i>
Shadertoy Size Coding Challenge 2017	<i>20th place (out of 150+)</i>
Revision 2017, 4kb demo competition	<i>3rd place (out of 16)</i>
Under Construction 2016, 64kb / 4kb demo competition	<i>2nd place</i>
Revision 2014, Demo competition	<i>2nd place (out of 19)</i>
TRSAC 2012, 4kb demo competition	<i>1st place</i>