



Lead Programmer **P**

Maurice Norris

Age: 35

£65,000

Maurice is a top-class lead programmer with over a decade of experience. He has programmed for the PC and all major consoles. He knows his job, and, perhaps more importantly, knows other people's jobs, too; this is because he's not afraid to learn from a junior programmer with more expertise in some specialist area than he has.

Unluckily for you, people like Maurice are in high demand, so they can ask for a premium salary. Maurice is only on the job market because his last employer had to shut down the studio as a cost-cutting exercise after big losses on a misguided MMO project. It's unlikely that Maurice will be unemployed for long, however.



Lead Programmer **P**

Eric Merrick

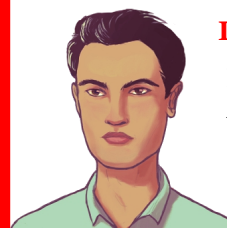
Age: 32

£55,000

Eric has been lead programmer only once before, and feels he did a good job; he resigned when he was only offered a regular coding position on the next project, complaining that the person who got the job only did so because they were related to the company's founder (it was his nephew).

Eric has a wide range of programming skills, mainly for consoles but also some for Windows 10 (when he was writing tools). In common with most other programmers, he doesn't particularly like working as part of a team, but sees it as a necessary evil if the job is ever going to get done. He prefers coding to designing code, but is good at both.

Eric has worked with Esther Lester before, and when informed that she's on your shortlist wasted no time in telling you what an arrogant, man-hating witch of a scheming harridan she is.



Lead Programmer **P**

Norman Foreman

Age: 40

£60,000

Norman has for many years been a programmer in the City, working on highly complex, security-critical, real-time systems. His employer has recently relocated, however, and the commute is now too long. Norman approached a number of employment agencies locally, one of which was consulted as part of your shortlisting exercise.

Norman has pretty well every Microsoft credential known to humanity. He has no games experience, but has worked on a variety of projects far more sophisticated than games (international money transfer infrastructure, for example) and has led teams much larger than he'd need to lead at Game Game.

He's already written some mini-games in Unity as practice, some of which are actually pretty good. Bonus: he's a fan of *Quadrant Q*, too.



Lead Programmer **P**

Keith Monteith

Age: 25

£35,000

Keith is a very fast, top quality programmer, and he knows it. Hugely ambitious, he sees his career as being lead programmer on a large-scale project (perhaps an MMO), and he doesn't see why he should have to wait in line behind older but inferior programmers before he gets a shot at being lead. He's priced himself very competitively, to show you he means business. He hasn't informed his current employer as to his intention of leaving – he'll hand his notice in when you hire him.

Keith has only worked on console products, but says that those are the hard ones; he'll need to do some investigations into the vagaries of PC middleware before being fully confident that he's got it sorted, but that's nowhere near as much work as someone coming to the Xbox One from the PC would face, in his opinion.



Lead Programmer **P**

Sandra Nandhra

Age: 33

£50,000

Sandra made the successful transition to games programming some 7 years ago; prior to that, she programmed medical imaging systems. She adapted very quickly, and her yen for systems architecture meant it was only a matter of time before she was made lead programmer.

Sandra sees her eventual future as a CTO or producer; she still enjoys programming, but can't see that lasting indefinitely as more and more work is taken out of the programmer's hands and placed into code libraries. She's also hoping to start a family soon, and doesn't like the idea of having to spend long hours slaving over a hot PC during crunch time.

Like you, Sandra was recommended by Lauren Warren, who knows her of yore.



Lead Programmer **P**

Giles Stiles

Age: 32

£45,000

Giles is a prenatually reserved individual, who doesn't often say much even when you ask him a direct question, but boy, can he program! Not only that, but he's an excellent software architect, too, having worked most recently in the architecture group of a software factory system; he left his current employment because, much as he enjoyed architecture, he missed the problem-solving challenge of programming.

Giles has two areas of specialisation: AI and geometry. If your designer wants intelligent NPCs, Giles can implement them; if they want fast, believable physics, he can deliver that, too. His documentation is clear and precise, if lacking colour, and (if you're interested in such things) he's the fastest typist you've ever encountered.