

# Games Programming & Clean Code

## Lee Winder

Technical Manager, Blitz Games Studios  
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Thursday, March 10, 2011, 15h15-16h30

Goldsmiths College, Ian Gulland Lecture Theater, Whitehead Bldg.  
[www.gold.ac.uk/find-us/](http://www.gold.ac.uk/find-us/)

Lee Winder will emphasise clean code and C++ development with the aim to illuminate how programmers can write good, effective code that is clear and well-structured, leading to easier maintenance, development and bug fixing. Many real life examples will be used to demonstrate both good and poor practice. Lee also plans to explain common code smells that can make it easier to identify bad code and suggest ways in which this can be avoided or refactored.

Lee has worked in the games industry for over 8 years, starting in 2001 before taking a break from the industry to teach in secondary schools and further education colleges. Since returning in 2006 he has moved up to his current role as Technical Manager working in a number of divisions within Blitz Games Studios from Blitz Arcade, where he was Technical Manager for 7 titles over 3 years, and Blitz Tech where he was responsible for the development and support of a cross platform game Framework used by internal development teams and by BlitzTech licencees.



Lee has a keen interest in Software Engineering and how the principles of other industries can be integrated into the work flow of a project leading to better development processes and stronger developers writing better code. He is also working closely with the Education workgroup within Blitz so improve both internal and external education, and to see how Blitz Academy can help develop the industry veterans of the future.

***Seminar — CGE***

[www.gamesgoldsmiths.com](http://www.gamesgoldsmiths.com)

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