Havok is one of the world’s leading middleware providers, creating software used by both the games and movie industries. Havok software has been used in many of the AAA games titles of the past 18 years, including Halo, The Elder Scrolls, Assassin’s Creed, Call of Duty, Uncharted, Dead Rising and Skylanders. Their main products include Havok Physics, a highly optimised physics engine; Havok Destruction, for simulating destructible and deformable environments; and Havok Vision Engine, a 3D game engine. Havok was acquired by Intel in 2007 and was recently sold to Microsoft.

Role

As a Software Engineer at Havok, I am expected to write and maintain high-quality, performant, and cross-platform C++ code. The project on which I’m working is still in a pre-release stage and so there are opportunities for me to contribute to both architectural design in addition to specific modules and elements within it.

In the month that I have worked at Havok I have committed:
- 3 new features
- 4 major bugfixes
- 7 minor bugfixes

Learning Outcomes

Much of my work involves collaborating with my team through regular code reviews and pair programming. This allows me to both read the code of professional software engineers and have my code critically evaluated by them. This has provided me with a wealth of knowledge and information about professional development which I continue to apply to my work.

Additional Learning Opportunities

Throughout my work in Havok I have been exposed to a variety of advanced C++ features and programming concepts, many of which I have spent my free time researching.

For example, there is debate within Havok over whether to adopt the latest C++ features and syntax elements. Being involved in the discussion about Havok’s coding conventions has shown me how a world-class company manages a changing language.