

## PERSONAL STATEMENT

At the heart of my work ethic is the eagerness to not only be providing top quality work, but also to improve on my own skillset and make myself responsible and involved in the features/components I work on. I enjoy software development not only as a technical exercise in problem solving, but as a creative faucet for making functional but well-designed code that is fit for the purpose needed.

Having spent time working in both the corporate software development world, and within the games industry, I like to think I have a unique perspective on different approaches to software development. On one side I've experienced the supporting role of writing code to help others, providing critical debugging and engineering assistance, but on the other side I've had experience working under strict deadlines to create complex features, taking ownership of entire areas of the project.

## KEY SKILLS

- Strong understanding of object oriented design/design patterns, with experience of using these in the real world.
- Experience with a variety of programming languages covering different platforms and project goals.
- Strongly self-motivated with a willingness to spend time learning/improving myself to better meet the expectations of my role within an organisation.
- Dedicated to providing work of the best quality, and willing to spend the necessary time to make his work correct, and not just functional.
- Hobbyist programmer in my free-time writing some tools/games for personal use and sharing my knowledge with others via online software engineering communities.

## EMPLOYMENT HISTORY

Realtime Worlds, Ltd. (June 2009 to Present)  
152 West Marketgait  
Dundee  
DD1 1NJ  
01382 202821

**Project:** APB (All Points Bulletin)  
**Role:** Software Engineer, UI and Audio

Being that my role is cross discipline, I have had the fortunate experience of working with both the Unreal UI System and Widgets, along with the lower audio engine components and systems. The areas of the game I took ownership for were the Music Studio UI, the Vehicle Customization system and the in-game Music Player and music substitution system.

Microsoft (July 2007 to August 2008)  
Microsoft Campus  
Thames Valley Park  
Reading, Berkshire  
RG6 1WG  
08706 010100

**Department:** Global Technical Support Centre  
**Role:** Development Support (Intern), Core Platforms

My role was to provide software engineering support to Microsoft customers and Partners using any of the core Microsoft Technologies. This was a balance between providing in-depth technical support on many modern and legacy APIs and platforms, along with managing customer expectations and providing timely solutions based on the importance of issues.

## EDUCATION

University of Dundee (2004 – 2009)  
Nether gate  
Dundee  
DD1 4HN  
01382 383 000

**Course:** Applied Computer Science  
**Grade:** BSc First Class with Honours

The course was focused towards both learning the core technical and engineering principals of computer science, but also focusing on user-centred design and modern project management/testing/development techniques to ensure that all graduates were competent at both software engineering and at working as part of a software development team.

## PROFESSIONAL KNOWLEDGE

C, C++, C#, Java, Python, Win32 API, OpenGL, DirectX, Unreal Script, Unreal Engine 3/3.5, UDK, WxWidgets, WMI, ADSI, Powershell, HTML (including HTML 5), XML, Javascript, jQuery, ASP.NET, JSP, PHP, Wordpress, Windows Mobile Development.