

PERSONAL STATEMENT

At the heart of my work ethic is the eagerness to provide top quality work, but also to improve on my own skill set 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 purpose.

Having spent time working in both the corporate software development world, and within the games industry, this gives me 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 a project.

KEY SKILLS

- Strong understanding of object oriented design/design patterns, with experience of using these to solve real world problems.
- 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 organization.
- Passionate about technology, especially next-generation videogames and related technologies.
- 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

Codemasters

Lower Farm
Stoneythorpe
Southam
CV47 2DL
01926 814132
(October 2010 – Present)

Projects: DiRT 3, DiRT Showdown, GRID 2, Un-announced Project

Role: Experienced Software Engineer in Frontend/UI. Mentor for Junior Devs

As with any UI role, the job is comprised of working with Artists and designers to implement usable but aesthetically unique interfaces. Due to the striking and unique nature of each Racing studio front end, this role has provided me with great opportunities to solve complex problems at both a game and engine level, whilst maintaining focus on the goals of the shipping product. Additionally, this has given me ample opportunity to learn to speak both designer and artist, and mitigate between the conflicting viewpoints whilst maintaining the engineering needs of the game.

Realtime Worlds, Ltd.

152 West Marketgait
Dundee
DD1 1NJ
01382 202821
(June 2009 - August 2010)

Project: APB (All Points Bulletin)

Role: Software Engineer, UI and Audio

Over the course of my role I gained direct ownership of the UI for the in-game Music Studio, Vehicle Customization and Music Player (in-game iTunes). Whilst my role was specialized towards the creation and extension of UI scenes, ownership of these areas also meant supporting the underlying systems.

Microsoft UK

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

Department: Global Technical Support Centre

Role: Development Support (Intern), Core Platforms

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

X360, PS3, NDS, C, C++, C#, Java, Win32, COM, OpenGL, DirectX, Unreal Script, Unreal Engine, UDK, WxWidgets, Qt, WinForms, WPF, WMI, ADSI, HTML, XML, Javascript, ASP.NET, JSP, PHP, Wordpress, Agile Development, Windows Debugging (WinDBG), Android, Marmalade