

**SUMMARY** A professional software developer with a keen interest in learning, design and problem solving. Has a strong academic background in both general Computer Science and Video Game Development. Has worked in professional video game development for both entertainment and serious games for three years. Experienced with both large AAA development studios and smaller startups with both direct project publishers and with clients from Fortune 500 Companies on multi-million dollar projects.

**EMPLOYMENT** **Serious Labs Inc., Edmonton, Canada**  
*Intermediate Software Developer* April 2016 to Present  
*Junior Software Developer* February 2014 to April 2016

Designed, implemented and maintained multiple games and course elements within the United Academy Blended Learning Courses suite. Responsibilities for these games and courses included:

- Gameplay Design
- Gameplay Programming
- Learning Objective Integration
- Tools Development
- Porting from Unity Web Player to WebGL, iOS and Android
- Performance and Optimization
- Code and System Refactoring
- Debugging
- Technical Scene Setup
- UI Support

Currently designing and implementing similar games for a series of as yet unreleased and unannounced blended learning courses.

**KICK Global Training Solutions, Edmonton, Canada**  
*Junior Software Developer* February 2015 to September 2015

Implemented and supported various sections of the Underbalanced Regulatory Awareness course including:

- Theory and Clue Tracking and Management System
- Save Load System including File Versioning Support
- Pressure Game Scenario System and Tutorial
- Code and System Refactoring
- Debugging
- UI Support
- Dialogue Verification
- Oculus Rift Debug Support

Assisted development on the following KICK projects:

- Snubbing Competency Training
- Life Rules

**Lionhead Studios, Guildford, UK**  
*Gameplay Programming Intern* August 2011 to June 2012

Supported programming on the AAA Kinect title "Fable: The Journey" which was released in October 2012 for Xbox 360. Major roles included Enemy AI Group Behaviour Support and Unreal Kismet Node Support.

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|----------------------------------|---|---|
| EDUCATION                        | <b>University of Warwick, Coventry, UK</b><br><i>MEng Computer Science with Intercolated Year</i><br>Graduated with a First Class Degree.   | September 2008 to July 2013   |
|                                  | <b>Millfield Senior School, Street, UK</b><br><i>A Levels in Computing, Physics, Mathematics &amp; Further Mathematics</i><br>Graduated with Academic Honours   | Graduated July 2008   |
| OTHER<br>NOTABLE<br>PROJECTS     | <b>Carcassonne Online</b><br>A cross-browser multi-player version of the board game Carcassonne written in PHP and JavaScript.<br>Responsibilities included project management, technical design, gameplay implementation and scoring logic.  | September 2012 to April 2013  |
|                                  | <b>Personal Game Development</b><br>Video games created during free-time working individually and within groups. These games have been created in a variety of languages and environments. A sample of these games is available at <a href="http://www.fullfeaturitis.com">www.fullfeaturitis.com</a> .                                       | 2005 to present   |
| LANGUAGE<br>EXPERIENCE           | - C#<br>- Unreal Script<br>- PHP  | Two years professional experience<br>One year professional experience<br>Year-long university project |
| FAMILIAR<br>LANGUAGES            | - C++<br>- Java<br>- Python   | - Action Script 3<br>- Visual Basic   |
| ENGINE AND<br>TOOL<br>EXPERIENCE | - Unity Editor<br>- Unity Web Player & WebGL<br>- Unreal Editor<br>- Visual Studio<br>- Flash Develop   | - Perforce<br>- GitHub<br>- Code Collaborator<br>- JIRA<br>- Confluence                               |
| ORGANISATIONS                    | <b>Warwick Game Design</b><br>President from 2010 to 2011, Treasurer from 2009 to 2010<br>Participated in frequent development workshops and 48 hour group game jams. Presented lectures about game design and programming to members. Organized talks and other events from professional game developers in the surrounding university area. | September 2008 to Present   |
| AWARDS                           | <b>Computer Science</b><br>Netcraft Prize for Academic Achievement 2011<br>Winner of an IBM Student Recognition Award 2011<br>Semi-Finalist of Aardvark Swift's "Search for a Star" Competition 2011  |   |
|                                  | <b>Mathematics</b><br>Numerous Gold, Silver and Bronze awards from the UK Mathematics Challenge 2002-2008   |   |
| OTHER<br>INTERESTS               | Playing video, board and roleplaying games. GMing an international Rogue Trader game. Walking, gardening and listening to podcasts. Crafts, baking and reading.   |   |