

## EXPERIENCE

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### Junior Software Engineer

(Sept. 2015 – Present)

Bridgeworks Ltd.

Maintaining products and developing features for WAN acceleration technology. Integrating network protocols into products.

Developing for a C backend alongside an HTML/JavaScript/Lua web interface. Working in teams utilising Scrum, using Git with Gerrit for code reviews, and writing unit tests for Jenkins.

### Hourly Paid Demonstrator

(Sept. 2014 – May 2015)

University of Lincoln

Assisted teaching second year students, delivering to a class of 70 during practical programming workshops. Initially focusing on modern OpenGL, followed by use of popular game engines.

## EDUCATION

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### MComp Games Computing (Masters in Computing)

(Sept. 2011 – June 2015)

University of Lincoln *Grade: Merit, 1<sup>st</sup> at BSc*

Modules include:

- Game Engines
- Computer Graphics
- Games Programming
- Software Development
- Computer Vision & Robotics
- Social Applications

### BTEC Interactive Media

(Sept. 2009 – June 2011)

New College Stamford *Grade: DDM*

## RESEARCH

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### Procedural Generation of Race Tracks

(Sept. 2014)

Presented at EUROSIS Game-On 2014, 15th International Conference on Intelligent Games and Simulation.

### UROS: Human Graphics Pipeline

(July 2014)

Paid research project at the University of Lincoln, exploring paper and web-based pedagogical tools for aiding students learning computer graphics concepts.

## PROJECTS

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### Cross-platform Game Engine

(2016)

Developing a C++ game engine to target Windows, Linux, web, and Android. Utilising an entity-component system with modern OpenGL rendering.

### Museum of Lincolnshire Life Game

(2015)

Investigating mobile augmented reality games in a museum to enhance information delivery for exhibits, using Android devices with NFC tags and iBeacons.

### GameCity Exploration

(2014)

Exhibitor at GameCity 2014, using NFC tags alongside environmental clues to examine how players interact and explore using a mobile game in an open real world environment.