

WORK HISTORY

AMD

Sr. Software Development Engineer
JUN 2017 - AUG 2017

(INDEPENDENT)

Game Developer
APR 2016 - JUN 2017

INTUITIVE REASON

Full Stack Developer
JUL 2015 - APR 2016

QUICKLINK VIDEO SOLUTIONS

Software Developer
OCT 2013 - NOV 2014

SQUARE ENIX

Community Moderator
(Nosgoth)
FEB 2014 - DEC 2014

SQUARE ENIX

Community Team Leader
(Gameglobe)
OCT 2012 - NOV 2013

EXPERIENCE

DEVELOPMENT

- Developed applications and libraries using C++ and C# for use in the professional broadcasting industry by the BBC, ABC News, CNBC and more.
- Worked on numerous web projects, ranging from WebRTC video chat on Node.js, to Symfony2/Laravel web apps on a LAMP stack.
- Integrated FMOD, OpenAL and Lua scripting into various personal game projects.
- Created scripts for CMake, Ansible, Gulp and other build/automation engines.
- Written and documented object oriented code which was organized, decoupled, portable and commented.
- Harnessed numerous frameworks and libraries to develop real-time applications.

TESTING & DEBUGGING

- Experienced in working alone or with QA teams to debug issues and write bug fixes.
- Written unit tests for new and old codebases.

COMMUNICATION

- Interacted with large clients such as Microsoft and the European Space Agency to create user-driven features.
 - Led agile teams to take projects from creation to completion, including project lead on the Skype TX team at Quicklink.
 - Mentored college seniors and aided them throughout their final year where they achieved first place for their final project in the UNF project symposium.
 - Served as an envoy between gamer communities and developers.
 - Wrote, edited and translated text to English for the S4 League game.
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SKILLS

LANGUAGES & FRAMEWORKS

- C/C++
- C#
- Lua
- PHP
- HTML/CSS/Sass/Less
- JavaScript
- OpenGL
- OpenAL
- FMOD
- GLFW3
- Node.js
- Socket.io
- WebRTC
- Wordpress
- Laravel
- Symfony2
- Magento
- MySQL

TOOLS

- Visual Studio
 - Clion
 - FMOD Studio
 - Unity Editor
 - Xamarin Studio
 - PHPStorm
 - CMake
 - Git/SVN
 - GameMaker Studio
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EDUCATION

UNIVERSITY OF WALES, SWANSEA

B.Sc. Computer Game Development
SEP 2010 - JUL 2013

SCRUM ALLIANCE

Certified Scrum Master®
MAY 2014 - MAY 2018

References, code samples and gamertags available on request.