

Professional Profile

I'm an Associate Lecturer of Computing, with an academic focus on web development, supporting additional modules with graphics and simulation content and group game projects. My duties include acting as supervisor/product owner on student game projects, and my academic background is in Computing for Games (BSc Hons) and Entrepreneurship (MA). I have a strong interest in working and learning both high level and low-level programming languages and APIs. I also have good first-hand knowledge of working within and managing scrum/agile in small multidisciplinary teams. I aim to use my interests in software to transition into the games industry, specifically targeting working on tools and game engine components. My interests lie in technical depth. The key areas I'm interested in are real-time networking, graphical simulation within code and maintaining and deploying Linux based systems.

Core Skills

Full stack Web Development

- JavaScript
- Docker
- Node/Express
- Janus audio-bridge
- React
- Linux
- Terraform
- MERN
- AWS ECS/ECR,

Games

- Unreal Engine 4
- SDL
- C++
- C#
- Blueprints
- Python
- AI Behaviour trees
- CMake
- OpenGL (GLSL)

Project Management & Management Tools

- Scrum
- Agile
- Git
- \LaTeX
- Markdown

Career Summary

2021–PRESENT

Associate Lecturer of Computing

Falmouth University – Games Academy Here, I am currently working with lecturers in the games academy to develop course materials for computer science-based modules. I hope to use my time here teaching students to further hone my skills in a direction that leads me back to working directly with video games whilst imparting some of my knowledge from developing ramble with modern web technologies back into the university's courses.

2019–2020

Co-Founder, CTO and Full Stack Web Developer

Ramble Media LTD This is where I wrote and maintained a live audio broadcasting website with a talented co-founder in the hopes of disrupting the podcast industry. We hoped to achieve this by creating the ability for podcasters to host call shows. Creating chatroom functionality with the ability to re-stream to audiences much like other famous apps that came out in the time since, such as Clubhouse and Podbean.

The key takeaway from this project was a more developed understanding of how software teams work in a more professional setting and developed a deeper understanding of the agile/scrum in the environment it was designed for. And a broad skill-set in the web development industry including recording/broadcasting live media entirely in the web browser and a decent understanding of modern web development frameworks such as: react, webpack, the MERN stack and docker.

Education and Qualifications

2018–2019

MA Entrepreneurship — Launchpad Program

Falmouth University In this program I helped research the market surrounding a software product. In which then helped to create in an attempt to disrupt the podcasting industry. See **Career Summary — Co-Founder and Full Stack Web Developer** for more information.

The core skills I took away from the more academic side of the project include the ability to plan and produce much larger and more complex plans for creating software that included using live daemons and services to complete functionality without duplicating work.

2015–2018

BSc (Hons) Computing for Games

Falmouth University During this degree I not only developed all of the core skills based on video game production, but also because of the coursework based structure of the program worked in several multidisciplinary teams. The most successful project of which I was made a part of was the first company I hoped to help start. I joined this group of students hoping to create and self publish what would be their final year (and my second year game) called Monq <https://d-tail-entertainment.itch.io/monq>.

But I found that the most interesting part of the course for me was creating my own graphics engine to display and allow one to traverse a simple procedurally generated landscape. This is due to my love of trying to gain a deep understanding of how more minimalist systems work.