

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 a small multi-disciplinary team. I aim to use my interest in linux and C++ to start working more with close to the metal projects, allowing me to get an even deeper understanding of programming.

Core Skills

General Programming Technologies

- C++
- Unreal Engine 4
- OpenGL (GLSL)
- SDL
- CMake

Full stack Web Development Specific Technologies

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

Project Management & Management Tools

- Scrum
- Agile
- Git
- L^AT_EX
- Markdown

Professional Experience

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'm using my time outside of teaching to learn some more low-level technologies such as developing a [graphics engine](#) with C++, Cmake and OpenGL for linux based operating systems, getting as far as implementing a normal mapped physical based rendering system. I also help develop automation pipelines for marking to help reduce the marking workload for a lot of the staff.

2019–2020

Co-Founder, CTO and Full Stack Web Developer

Ramble Media LTD Here I developed the skills and expertise in web dev to create and deploy an audio based livestreaming platform. Being one of two developers on the project and the only one with linux experience I was solely responsible for handling the deployment side of the project using tools like docker and the MEAN web stack with instances of meetecho's Janus media server to support the site in AWS. The project was functional and we had a small dedicated user base before we decided to move on from the project due to market competition.

Education and Qualifications

2018–2019

MA Entrepreneurship — Launchpad Program

Falmouth University In this program I helped research the market surrounding a software product. Which I 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.

Workin on this project gave me a stronger understanding of how agile development works in outside of a university context allowing me and my co-developer to effectively implement new features at a respectable pace. This being a masters in entrepreneurship means that I also have some knowledge surrounding how a product is brought to market and the processes involved.

2015–2018

BSc (Hons) Computing for Games — Monq

Falmouth University During this degree I not only developed all of the core skills and tools for video game production, but also because of the coursework based structure of the program worked in several multidisciplinary teams giving me a taste of how to communicate with artists and other non-coder disciplines whilst working on a project. I even attempted to start my first company with fellow students during this time to create a video game we called [Monq](#) with unreal engine. I also learned about artificial intelligence and behavior trees whilst on this project to create enemies for the game.

2015–2018

BSc (Hons) Computing for Games — Graphics Module

Falmouth University This was my favourite module of this course. Here I created my first graphics engine to render and allow you to traverse a simple flat lighted procedurally generated landscape. This is due to my love of trying to gain a deep understanding of how more close to the metal systems work. And really gave me a much stronger understanding of object oriented C++ development with OpenGL. Available [here](#).