

Curriculum Vitae – Ashley Vaughan Smith

Personal Details

Name	Ashley Vaughan Smith	Tel	(please contact me)
DOB	29/05/1987	Email	yuumei@yuumei.co.uk
Address	(please contact me)	Website	http://yuumei.co.uk

Personal Statement

I'm a driven and very keen programmer with an eye on the details of the finer points of programming. I'm actively using a lot of C++ and DirectX on a daily basis on my university course and enjoy programming in my own time on various home projects. I am hard-working, and equally able to collaborate in a team as I am capable of getting on and working independently to get the job done.

Education

University of Derby Year 1 (2005 - 2006)

- Software Development ii A
- Software Development i A-
- Computer Network Concepts B-
- Games Design B-
- Communication And Web Design B
- Ludology C+
- Computer Architecture C
- Computational Mathematics C-

Droitwich Spa Sixth-Form (2003-2005)

- Product Design (A-level)
- Maths (AS-level)
- Information Technology (A-level)
- Physics (A-level)

University of Derby Year 2 (2006 – 2007)

- Intro. To 3D Graphics Programming B+
- Operating Systems B+
- Interactive 3D Graphics B
- Software Development iii B
- Applied Games Development C+
- Mobile Devices C-
- Games Development Techniques D+

Worcester College of Technology (2003)

- Introduction To C++ (NVQ)

Relevant Skills

I am a good *team worker*, as during university I have participated in a team on many occasions and much of the time lead the team in a role such as lead programmer.

Talking and communicating with people is essential in most of the modules I have been doing; also *working under pressure*, meeting deadlines and generally getting things done on time and to specification.

APIs I've used include Gamebryo, Unreal engine, Ogre, Irrlicht, and Dark Basic.



My technical skills include the following; some examples of which can be found in my portfolio:

- C++ (managed and un-managed), D
- Games related APIs (Gamebryo, Unreal Engine)
- DirectX and OpenGL
- C# and .NET
- PHP, MySQL, XML, XSL and web design
- Scrum and agile development
- Java, javascript, TCL, TK, Python
- Bug tracking systems such as bugzilla and JIRA
- Milkshape, 3D studio max and Maya
- Subversion, CVS and version control software
- Windows, (CLI) Linux
- Automated/custom build systems

Work Experience

Monumental Games Ltd. (2007-present) – Nottingham

<http://monumentalgames.com>

For a placement year I started work for Monumental Games in April as a junior designer. I worked my way up to being a fully fledged designer before long. Monumental Games create MMOG's and I was involved fully in the development of Football Superstars from beginning to end. My work involved but was not limited to: creating scripts, creating and placing NPC's and creating collision data. I was also one of the main point of contacts for the software department.

Look-In Ltd. (2005-2006) – Derby

<http://look-in.co.uk>

I was employed to operate and manage the video recording equipment when on various sites. This included recording equipment and other electrical devices. I was also commissioned to design the corporate image and website.

Hobbies and Interests

I am an active member of the Anime and Manga society which I enjoy and also enjoy drawing during my free time along with my main interest in programming.

I also keep my own website up to date; along with maintaining a forum for the society. I have been using a vast variety of different content management systems for a long time and have experience of these. This is all in my free time as well as programming in different languages and looking at different operating systems which I enjoy. I also have a gentoo linux server running at home that I use for email, development and keeping my projects available (kyuu.co.uk).

Referees

University Programme Leader

(please contact me)

CTO, Monumental Games Ltd.

(please contact me)

