

Curriculum Vitae — Ashley Vaughan Smith

PERSONAL	<i>Name</i>	Ashley Vaughan Smith	<i>Tel</i>	(Please contact me)
DETAILS	<i>DOB</i>	29/05/1987		
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PERSONAL STATEMENT I am a self-motivated and very keen programmer with an eye on the details of the finer points of programming. I am actively using a variety of programming languages, API's and operating systems on a daily basis and enjoy the challenge of engineering for different platforms in different environments. I believe my experience working on large code bases and multiple API's would come in useful at any company and I believe my ability to quickly adapt will help me become productive immediately.

EMPLOYMENT **Junior Software Engineer at Monumental Games Ltd. — Nottingham**

22 May 2009 to 11 December 2010

MotoGP 10/11: After helping to complete DLC for the previous project we started the next iteration; MotoGP 10/11 and I was put in charge of the front-end of the game. I added functionality to the UI system and helped with the game-play by liaising with the designers.

MotoGP 09/10: When I started at Monumental Games I was immediately put onto the console project MotoGP 09/10 for Capcom. This certainly was a challenge, but one I very much enjoyed as I did not have experience with the Wii, PS3 or XBOX before starting. I became proficient with the technology and quickly became a fully integrated member of the development team heavily involved in the UI development, game-play and crunch.

Placement at Monumental Games Ltd. — Nottingham

22 May 2007 to 12 September 2008

PRIME: I was quickly promoted to a full designer then eventually got promoted to programmer, where I was expected to get up to speed and start developing immediately on Football Supersars and the middleware that Monumental Games licence to others - the Monumental Technology Suite (PRIME). In software my work involved but was not limited to: modifying the core server processes including the proxy server framework, database logging functionality and scripting enhancements.

Football Superstars: I started at Monumental Games in May as a junior designer and worked hard to get a chance to get into programming. Monumental Games creates MMOGs and I was fully involved in many aspects of the development of Football Superstars.

RELEVANT SKILLS I am a good team worker and during my placement I enjoyed training the junior members of the team that joined half-way through. I interacted with and met with other members of the team regularly as-well as interpret the requirements of other departments. I enjoy the technical difficulties of making code optimally cross-platform and designing code to be run on different machines, by different users. I have developed on the XBOX 360, PS3, Windows, Apple Macs and multiple Linux distributions. I am interested in design patterns and am not afraid to look at technologies or ideas that are new or different.

Communication and collaboration with other members of the team is essential in all of the daily work I do. Working under pressure, meeting targets and getting things done on time and to specification are all things that I have experience with and excel at.

TECHNICAL SKILLS

Some examples of my technical skills can be found in my portfolio:

Professional experience with —

- C, C++, C#, Java, D, STL, boost libraries, extensive use of design patterns
- Library, framework and middleware development
- XBOX 360, PS3, Windows development, Linux (CLI) development, CMake
- Interacting with relational databases i.e. Postgres
- Subversion, CVS and version control
- MMO development, large codebases (30000+ files), large teams (50+), small teams
- Scrum, agile development, XP, contract programming
- Bug tracking systems such as bugzilla and JIRA

Personal experience with —

- Distributed and decentralised networking, cryptography and security
- DirectX, OpenGL, HLSL/GLSL shaders
- TCL, Python, Bourne Shell, Multiple Linux distributions
- PHP, MySQL, XML, XSL and web design and development

EDUCATION

2:2 Degree in Computer Games Programming BSc (Hons)

University of Derby Year 4 (2008—2009)

University of Derby Year 2 (2006—2007)

- Advanced 3D Graphics Techniques
- Advanced Research Project
- AI Techniques for Games Programming
- Languages, Platforms And Tools
- Network Programming
- Small Business Start-Up
- Videogame Middleware Technology
- Applied Games Development
- Games Development Techniques
- Interactive 3D Graphics
- Intro. To 3D Graphics Programming
- Mobile Devices
- Operating Systems
- Software Development iii

University of Derby Year 1 (2005—2006)

Droitwich Spa Sixth-Form (2003—2005)

- Communication And Web Design
- Computational Mathematics
- Computer Architecture
- Computer Network Concepts
- Games Design
- Ludology
- Software Development i & ii
- Product Design (A-level)
- Maths (AS-level)
- Information Technology (A-level)
- Physics (A-level)

Worcester College of Technology (2003)

- Introduction To C++ (NVQ)

HOBBIES AND INTERESTS

I have a deep interest in the culture of Japan and Asia. I have been learning Japanese for two years and enjoy watching Anime and reading Manga in my spare time. I also enjoy working on my home programming projects including running my own Linux server and helping out with open source projects on the internet.

REFEREES

Details available upon request.