

education

phd | computer science

university of strathclyde | 2006-2010

- research: machine learning and AI for games
- advisor: Dr John Levine

msc | artificial intelligence

university of edinburgh | 2006

- graduated with distinction

bsc (hons) | computer science

university of strathclyde | 2005

- graduated with first-class honours
- foreign exchange year in USA

skills

languages

C# • Java • Objective-C
C++ • C • Python
SQL • JavaScript • R
R • Matlab • Prolog

tools

Unity • Visual Studio • Eclipse
Adobe Premiere Pro • Adobe Photoshop
SVN • MonoDevelop • Unreal Engine 4
XCode • Wwise Adobe After Effects
Adobe Audition • Adobe Illustrator
Perforce • GitHub



operating systems

Windows XP/8/10 • Linux • macOS

shipped projects


VR Training Project (Myriad Global Media)
(March 2019)

Sure Footing

- Steam (March 2018) 
- Itch.IO (March 2018) 
- Xbox One (TBA 2019)
- Nintendo Switch (TBA 2019)

Nomura Research (App Store - June 2011)

research publications

Over 30 peer-reviewed research papers in fields of machine learning and artificial intelligence for games. 

experience

opensignal | consultant

march/april 2019

- Consultation for work on game-AI related projects.

myriad global media | contract programmer

february/march 2019

- Virtual reality training simulation developed with Unity & HTC Vive.
- Short-term contract to help project meet launch-date.

four circle interactive | contract gameplay programmer

october 2017 - present

- Gameplay programmer on unannounced project.
- Built new AI tools and systems for non-player character AI
- Developed systems for modular procedural asset generation and testing

table flip games | co-director and programmer

september 2015 - present

- Co-founded independent game studio to work on personal projects
- Developing titles in Unity and Unreal Engine
- Running educational workshops for companies, schools/colleges and district councils.

anglia ruskin university | senior lecturer (fractional)

october 2017 - present

- Lecturing position in a 0.2 fractional capacity (i.e. one day a week)

anglia ruskin university | senior lecturer in computer science

january 2016 - october 2017

- Teaching object oriented programming for games (C# and C++), game engine programming, AI for game development.
- Course leader for MSc Computer Games Development (2016-17 AY)

university of derby | lecturer in computer science

january 2012 - january 2016


- Teaching object oriented programming for games (C# and C++), game engine programming, AI for game development.
- Course leader for BSc Computer Games Programming (Sep 2012 - Sep 2015)

scott logic | software developer

october 2010 - january 2012

- Developer on Apache Flex project for Barclays Investment Bank
- Lead developer on iOS project for Nomura Holdings inc
- Responsible for graduate recruitment & training on projects targeted for mobile devices

side projects

AI and Games (YouTube Series) 

- Video series on research and applications of artificial intelligence in video games.
- Started in 2014, with over 3 million views to-date.
- Crowdfunded on Patreon. 

hobbies & interests

sports

weight lifting • distance running

arts

fiction novels • comic books

pencil sketch artist • guitarist

experience (ctd)

equiwork ltd. | **contract developer**

jun 2008 - october 2009

- Web development expanding existing PHP/HTML site with new SQL intergration and features.

university of strathclyde | **graduate teaching assistant**

october 2006 - may 2010

- Taught numerous classes in undergraduate computer science curriculum.
- Responsible for handling student queries and management of practical classes.

