

# Almas Baimagambetov

## STATEMENT

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I am an active researcher in the field of automated diagram generation. I teach a range of Computer Science modules to 1st, 2nd and 3rd year university students. I am the author and maintainer of [FXGL](#), a game engine used by multiple academic institutions to teach game development. I contribute to a number of open-source projects on [GitHub](#). I run an educational [YouTube](#) channel covering game and software development.

## WORK EXPERIENCE

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Oct. 2017 - Present	Part-time Lecturer & Module Leader in Game Development <i>University of Brighton, UK</i>
Oct. 2015 - Oct. 2017	Hourly-Paid Lecturer in Programming and Game Design & Development <i>University of Brighton, UK</i>
June 2014 - Oct. 2016	English-Russian Interpreter (Zero-Hour Contract) <i>LLP AktubNIGRI, Kazakhstan</i>
Jan 2013 - Oct. 2016	In-house Programmer (Zero-Hour Contract) <i>LLP AktubNIGRI, Kazakhstan</i>
Oct. 2012 - Feb. 2015	Guest Speaker and Mentor for IT students (Volunteer) <i>Bellerbys College, UK</i>

## EDUCATION

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July 2015 - Oct. 2018 (Expected)	<b>PhD in Computer Science</b> , University of Brighton, UK Thesis: Automated visualization of grouped networks using Euler diagrams and graphs keywords: set theory, graph theory, topology, computational geometry & graphics
Oct.2012 - July 2015	<b>BSc Computer Science (Games)</b> , University of Brighton, UK Final year project: Analysis of software development issues in large scale games Project grade: <b>87% (A+)</b> , Degree: <b>1st Class Honours</b>
Sept. 2011 - June 2012	<b>Foundation Degree in IT</b> , Bellerbys College, UK Grade: <b>94% (A+)</b>

## BSc COMPUTER SCIENCE (GAMES) GRADES

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FINAL YEAR MODULE	MARK/GRADE	CREDITS
Mobile Application Development	82% A+	20
Programming Languages, Concurrency	76% A	20
Applied Intelligent Systems	80% A+	10
Emerging Games Technologies	80% A+	20
Computer Graphics Algorithms	91% A+	10
Final Year Project	87% A+	40

Weighted average mark across final year modules: 83%

## AWARDS

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- June 2018    Best Student Paper, Diagrams 2018 Conference
- Sept. 2015    International Research Scholarship (50% fee reduction)  
University of Brighton
- July 2015    Best Final Year Development Project (£250)  
The FDM Group Prize
- Nov. 2014    Academic Merit Based Scholarship (£1000)  
University of Brighton
- Nov. 2013    Academic Merit Based Scholarship (£1000)  
University of Brighton
- June 2012    Top #1 Foundation Student, Bellerbys College
- May 2012    Best IT Student, Bellerbys College

## TECHNICAL SKILLS

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- Advanced:    Java, JavaFX, Kotlin,  
game engine development (ECS, AI, UI, IO, serialization,  
physics, event systems, networking, scripting),  
API design, TDD, FDD, DDD, CI, deployment,  
software development principles and practices,  
algorithms and data structures
- Intermediate:    C++, JS, SDL2, OpenGL, Git, Win/Mac/Linux, Agile,  $\LaTeX$
- Beginner:    Unity, SQL, HTML, CSS, Haskell, Python, Node.js, Spring

## INTERESTS AND ACTIVITIES

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game development, software development, computer science  
data visualization, automated graphical layout generation  
education, technology, open-source, chess

## LANGUAGES

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- English:    Fluent / Professional
- Kazakh:    Native
- Russian:    Native

## RESEARCH TALKS

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- June 2018   Generating Effective Euler Diagrams  
(10th International Conference on the Theory and Application of Diagrams)
- May 2017   Novel Algorithm for Euler Diagram Generation  
(University of Brighton Internal Conference)
- March 2017   Data Visualization Workshop  
(Presenter at Data Visualization Brighton Meetup)
- Feb. 2017   An Inductive Approach to P-preserving Euler Diagram Generation  
(Visual Modelling Group Talk)
- June 2016   Grouped Networks and Associated Challenges  
(University of Brighton Internal Conference)
- May 2016   Euler Diagram Generation Techniques  
(Visual Modelling Group Talk)

## PUBLICATIONS

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1. **Baimagambetov, A.**, Howse, J., Stapleton, G. and Delaney, A. (2018) Generating Effective Euler Diagrams In: 10th International Conference on the Theory and Application of Diagrams, Edinburgh, 18-22 June 2018. (Accepted for long paper).
2. **Baimagambetov, A.** (2018) Automated Visualization of Grouped Networks In: 10th International Conference on the Theory and Application of Diagrams, Edinburgh, 18-22 June 2018. (Accepted for Graduate Symposium report).