

Ben Tracy

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SUMMARY

Confident and driven software engineer with a passion for programming of all kinds. Have experience working in a professional software development team developing embedded NVR software for the security industry. Experienced in low-level game technologies, particularly graphics and engine system development, and developing high performance software.

Always eager to grow and improve upon my existing skill set.

SKILLS

PROGRAMMING

Strong:

C++ • C# • OpenGL • GLSL •

Cross-platform Development

Familiar:

Java • Javascript • Unity • Unreal

TOOLS

Git • Gitlab • CMake •

Visual Studio • gdb • Nsight

LINKS

Github:// **Bensuo**

LinkedIn:// **bentracy**

AWARDS

- 2014 Student of the Year HNC
- 2015 Microsoft Imagine Cup UK Finalist for games
- 2018 UWS Court Medal for 3rd Year.

EXPERIENCE

VERACITY | SOFTWARE ENGINEERING INTERN

July 2017 - Present | Prestwick, UK

- Worked on developing embedded, cross-platform NVR software for Windows and Linux based devices.
- Developed production code across critical systems including networking, standards compliant interfaces, and data storage.
- Gained invaluable experience working with a large cross-platform C++ codebase using modern tools and language features in a professional team environment.

CHIEF TALKS | PRODUCT DEVELOPMENT

Oct 2011 - May 2012 | Bristol, UK

- Worked across many disciplines as required including: web development, audio/video production, CRM management.
- Worked for a small business where I acquired skills in many different areas over a short period of time to suit the developing needs of the business.

EDUCATION

UNIVERSITY OF THE WEST OF SCOTLAND

BSc HONS COMPUTER GAMES TECHNOLOGY

2016 - 2019 | Paisley, UK

- Honours Project: Developing a real-time ray tracing based renderer using GPGPU technologies.
- Developed a full Entity-Component based Game Engine and used it to develop a Wipeout inspired racing game.
- Developed a Renderer which supports the Oculus Rift virtual reality headset.

COURSEWORK

- GPGPU Programming
- Serious Games
- Advanced Games Programming
- Interactive Physical Modelling
- Game Engine Design
- Computer Game AI
- Algorithms and Collections
- Real-time 3D Rendering

WEST COLLEGE SCOTLAND

HND COMPUTER GAMES DEVELOPMENT

2016 - 2016 | Paisley, UK

- Received A grades for both Graded Units.

GLASGOW CALEDONIAN UNIVERSITY

BSc AUDIO TECHNOLOGY WITH MULTIMEDIA

Graduated 2011 | Glasgow, UK