

Colin Kinloch | MSc

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A software engineer with a broad area of knowledge. A fast problem solver with an aptitude for research who is excited by web app development and suited to an agile development environment.

Qualifications

University of Bedfordshire

MSc Computer Science

Bedfordshire

2013 – 2014

Topics included:

- Data Modelling and Management
- Project Management
- Cryptography/Cryptanalysis
- Parallel Computing
- Distributed Computing
- Intelligent Agents
- Systems Architecture
- Network Systems
- Embedded Computing

Much of the course involved team work where I generally lead development of the software. In one such assignment I used backbone.js and node.js to create an networked app with a RESTful API, it was time-constrained but enjoyable.

A lot of my spare time was taken up with independent study and working on personal projects revolving around signal processing.

University of Bedfordshire

BSc Computing and Mathematics, 1st Class (Hons)

Bedfordshire

2010 – 2013

For my thesis I created a cross-platform Lattice Boltzmann Method simulating fluid flow on a graphics processor using the OpenCL parallel processing library in C++. This project gave me an opportunity to research scientific modelling and parallel computing.

Topics included:

- Software Engineering
- Operating Systems
- Security
- Hardware
- Distributed Systems
- Number Theory and Logic

Knowledge

Languages.....

- JavaScript
 - Asynchronous
 - OOP
- C++/C
- GLSL
- Java
- HTML5/SVG/CSS3

Libraries.....

- AMD, Require.js
- MVC, Backbone.js/Angular.js
- JS unit testing, Jasmine

Tools.....

- git
- GNU Autotools
- ConTeXt/L^AT_EX/T_EX
- Web app build tools such as gulp and webkit

Other.....

- Linux administration
- PRINCE2
- Agile (TDD)
- Cross-platform development
- GPGPU using OpenCL
- OpenGL

Key Skills.....

- Strong aptitude for research
- Sound experience of project management methodologies
- Excellent software development skills
- Particular facility for implementation and debugging
- Following web API standards
- A firm grasp of RESTful services and other techniques used in SPAs

Skills

- Excellent programmer with good working knowledge of a variety of languages spanning a number of paradigms
- Worked on a wide range of project with varying aims, from Games Development to Content Management Systems. These have helped develop a large repertoire of software design patterns.
- Academic and practical experience administering multiple types of Linux systems ranging from desktops to node.js servers.
- Academic and practical experience in project management including Agile methodologies and PRINCE2.
- Excellent problem solving skills in relation to operating system issues, implementation and debugging: for example I constructed and configured a hackintosh.
- During my university course I was recognised by peers and staff alike as having particular ability to support the

learning of others through explanation and demonstration.

- I was also recognised as the most skilled in many areas of computer science including assembly language by my peers at university.
- Collaborated successfully on a number of projects during my university course.
- Experience with parallel programming library, OpenCL and its interoperability with OpenGL.

Employment History

Bohemia Interactive Simulations

Farnborough

Web App Developer

February 2015 – Date

I was employed by Bohemia Interactive Simulations because of my broad experience and skills in state of the art web technologies, including WebGL and server side JavaScript.

I worked on development of VBS Tactics, a browser based officer training front-end for the game-based military simulation VBS3 (BIS main simulation product).

Worked closely with subject matter specialists to develop an understanding of the design requirements to provide symbology tools for expressing detailed manoeuvres to ground troops in the field from a commander's point of view.

Worked on development of highly graphical networked applications on the leading edge of browser technologies including WebGL, WebRTC and Backbone.

Worked as part of an agile scrum team in a international environment; coworkers in Poland and Australia.

I have been:

- Working with mapping libraries such as OpenLayers.
- Using Backbone.js for synchronising a model between server and client and distributing changes.
- Migrating a large codebase from Angular to other web technologies such as Backbone.
- Using my knowledge in the area of OpenGL to optimise a three.js unit scene renderer.

CANDDI

Manchester

JavaScript Developer, Internship

Summer 2011

Development of client-side data gathering. In this placement I used the agile Test Driven Development (TDD) methodology. This placement revealed to me areas of software engineering where my skills needed further development. This experience pushed me to hone my abilities and research VCS and build management tools.

University of Bedfordshire

Bedfordshire

Peer Assisted Learning Leader

September 2011 – July 2012

I was invited to apply to be a Peer Assisted Learning (PAL) Leader by the University at the end of my first year as I had spent a great deal of time during that year supporting a number of people in my year-group to understand the work by explanation and demonstration. Participation in the PAL scheme formalised this role.

Country Wide Weekends

Somerset

Climbing Assistant

Summers 2008 – 2010

Working with a team of people to support groups of young people and individuals in their first climbing experiences. I assisted in the erection of a moveable climbing wall, ensuring that the safety equipment was properly fitted to the participants and used appropriately.

Interests

- Rock Climbing
- Anime
- Video Games
- Skiing