CRAIG MCCORRISKEN – Software Engineer

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Personal Profile

I am a 25-year-old, embedded software engineer, with a first-class honours degree in Computer Games Technology looking for a junior position in the software industry. For my dissertation, I developed a working 3D collision detection system using my version of the GJK algorithm, written in C++. This helped me develop my knowledge of C++, Visual Studio, Microsoft Word and source control. This project also made the finals of the ScotSoft Young Software Engineer of the Year Awards.

I have been working in the industry for well over a year now which has helped me gain experience working with C++, C, Python, Bash, Jinja as well as using Git, Gerrit, Jira and more.

Key Skills

- Multiple languages, including C++, C, Bash, Python & more
- Source Control
- Mathematic problem solving
- Experience programming in a real-world environment
- Knowledge of OOP design principles
- Embedded systems experience
- Strong communication skills

Employment History

Graduate Software Engineer - GPU
Apr 2021– **current**   Manchester, UK

Responsibilities: Throughout this role I worked on a variety of tasks, from working on internal infrastructure to developing code and writing test code for the Mali G78-AE GPU, most notably as part of the team who secured the world's first HW safety critical GPU certification.

Bar Supervisor: Revolution Bar Group
July 2018 – Apr 2021   Glasgow, UK

Responsibilities: Team leading, time management, critical thinking, effective communication between all levels of staff, working under pressure.

Waiter: Pendulum Bar and Grill
July 2016 – July 2018   Paisley, UK

Responsibilities: Customer satisfaction, working to a tight schedule

Extra Awards

- Finalist for ScotSoft Young Software Engineer of the Year
- AWS Certified Cloud Practitioner
- UWS BCS Membership Award
- Embedded Systems Trained
- Opensys Android Systems Trained

Education

BSc. Computer Games Technology – 1st Class Honours
University of the West of Scotland
2017 - 2020
Grades:
- Honours Project: A
- Games Console Development: A
- Web Games Development 2: A
- GPGPU and Accelerator Programming: B
- Advanced Graphics Programming: B

HND Games Development – A
West College Scotland
2016 - 2017

HNC Games Development – A
West College Scotland
2015 - 2016

Hobbies & Interests

I currently spend my free time learning to use Unity and attempting to expand my knowledge of programming and the games industry.

Other hobbies include playing football, reading comics, practicing photography and playing guitar.

References

Marco Gilardi – Marco.Gilardi@uws.ac.uk
Professor at The University of the West of Scotland

James Moore – on request
Job Title: Senior Software Engineer at Veracity UK LTD