STUART ADAMS

Software Engineer

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@stuartdadams

EXPERIENCE

Software Engineering Intern

Veracity UK Ltd.

2017 - Present

Prestwick

- Worked in a team to design and develop cross-platform NVR software for Windows and embedded Linux systems.
- Gained practical experience in a large, concurrent codebase using the latest C++ standards and techniques.
- Developed web services providing standardized interfaces for interoperability of security products.
- Developed WPF MVVM applications for the remote configuration of security devices.
- Represented the company at speed networking events.

EDUCATION

BSc. Computer Games Technology (Hons)

University of the West of Scotland

2016 - 2019

Paisley

- Developing a Real-Time Physically-Based Renderer for Honours Project. It demonstrates a microfacet BRDF with image-based lighting.
- Implemented GPU-accelerated morph-target animation software.
- Developed an original game engine using C++17, SDL2, OpenGL, and Bullet.
- Completed a Wipeout-style racing game to demonstrate the engine.
- Developed an Occlus-Rift compatible renderer demonstrating dynamic lighting, parallax mapping and shadow mapping for VR.
- Acted as class representative, bringing student issues forward during student-staff liaison meetings.

HND Computer Game Development

West College Scotland

2014 - 2016

Paisley

- Gained experience with C[‡] programming and the Unreal Engine.
- Worked as a team representing the college at the Microsoft Imagine Cup.
- Graduated with the Student of the Year award and the Subject Prize.

VOLUNTEER WORK

President

UWS Games Development Society

2017 - 2018

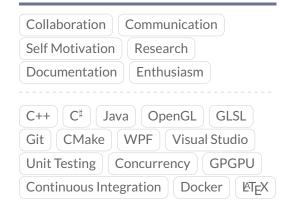
Paisley

- Arranged workshops and events for learning C++ and version control.
- Founded and moderated a Discord server to provide advice and support for game development students and alumni.
- Represented the society and university at college talks.
- Liaised with alumni and industry professionals to build a network for students.
- Used social media for event promotion.

SUMMARY

Self-motivated software engineer with practical experience in a high-pressure software development environment. Adept in developing, testing, and maintaining high-performance software. Experience using OpenGL graphics API to develop advanced graphics and visual effects. Worked as part of a team to design and develop NVR software for embedded Linux devices deployed on multiple sites worldwide.

SKILLS



ACHIEVEMENTS



Subject Prize
West College Scotland

2016

Games Competition 2nd Place
Microsoft Imagine Cup National Finals

2015

Best Game
West College Scotland
2015

Academic Excellence Award at Advanced Higher Level: English Clydeview Academy

2014