

# STUART ADAMS

## Software Engineer

✉ [stuartdadams@gmail.com](mailto:stuartdadams@gmail.com) ☎ 07504009699 📍 27 Main Road, Paisley, PA26AN  
in [linkedin.com/in/stuartdadams](https://www.linkedin.com/in/stuartdadams) 🐙 [github.com/stuartdadams](https://github.com/stuartdadams)

🐦 @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 Oculus-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

Collaboration Communication  
Self Motivation Research  
Documentation Enthusiasm

C++ C# Java OpenGL GLSL  
Git CMake WPF Visual Studio  
Unit Testing Concurrency GPGPU  
Continuous Integration Docker  $\LaTeX$

## ACHIEVEMENTS

🎓 Student of the Year  
West College Scotland  
📅 2016

🏆 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  
Clydevue Academy  
📅 2014