DOMINIC AYRE

Senior Software Engineer | Cambridge

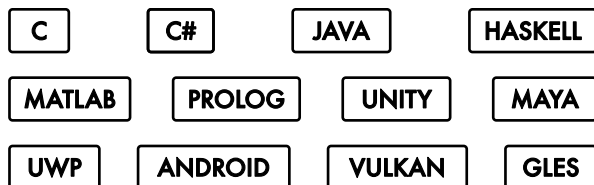## EDUCATION

MEng Computer Science
University of Bristol

TECHNOLOGIES

Strong

`HTML` `CSS` `JAVASCRIPT` `TYPESCRIPT`
`PYTHON` `UNIX` `NODE.JS` `FLUTTER`
`VECTOR GRAPHICS` `C++`

Working Knowledge

`C` `C#` `JAVA` `HASKELL`
`MATLAB` `PROLOG` `UNITY` `MAYA`
`UWP` `ANDROID` `VULKAN` `GLES`
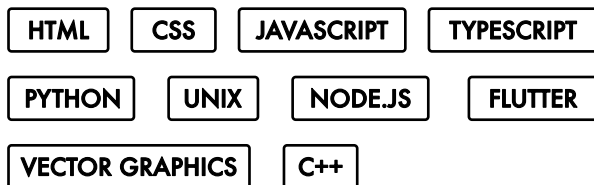
PERSONAL PROJECTS/HOBBIES

STUDY PLANNER - UWP School Planner App
>240,000 downloads | Featured multiple times
Creativ Bloq Top 10 Windows Apps
#1 Non-Game Paid App in Windows Store (UK)

QUIDDITCH - Helped found Bristol Quidditch
Club | President for 2 Years | Made Bristol the
largest UK Club | Currently play for London QC

MYND - Second Windows App | Direct2D
Immersive UI | 1000 Downloads

GRAPHIC DESIGN - Logos | Websites
Applications | Sports Kits
Social Media Graphics | Brand Guidelines
Sport Highlights Reels

EXPERIENCE

Arm

Current Role - Senior Software Engineer
September 2017 - Present
Joined as Graduate
Promoted in April 2018 and April 2020
My team works on instrumenting the Mali
GPU Driver. I own our visualisation tool which
is written with D3 and NodeJS and am
responsible for requirements gathering and
design work. I have helped to architect our
Python data modelling library. I also act as my
team's Scrum Master, driving process
improvements.

Intern - Vulkan Timeline Visualisation
July - September 2016
Instrumented and visualised the Vulkan
timeline. I gained a useful knowledge of the
Vulkan API.

Intern - Precompiled OpenCL Headers
July - September 2015
Added support for precompiling OpenCL
headers with Clang to improve loading
performance and maintainability.

Intern - Compute Shaders
July - September 2014
Research into using compute shaders to render
SVG paths.

Work Experience
August 2011
Simple two week placement when I was 16.

REFERENCES

Available upon request

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