DOMINIC AYRE

Software Engineer | Cambridge

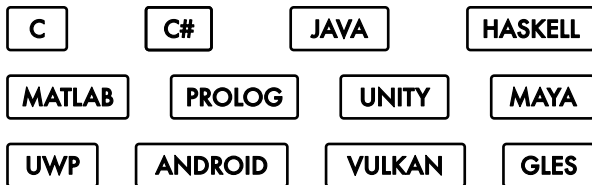## EDUCATION

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`
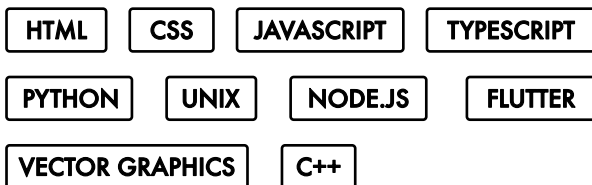
PERSONAL PROJECTS/HOBBIES

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 - Software Engineer
September 2017 - Present
Working for the GPU Software Team. I help
provide instrumentation data from the Mali
GPU Driver. We use tracepoints emitted from
the driver which we then process with our own
Python library and visualise using a web based
tool. I am also the Scrum Master for our team
and am involved in requirements gathering and
planning.

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. Successful in the simple case but the
solution didn't scale to corner cases.

Work Experience
August 2011
Simple two week placement when I was 16.
I had no coding education at this time so just did
simple tasks.

REFERENCES

Available upon request