



DOMINIC AYRE

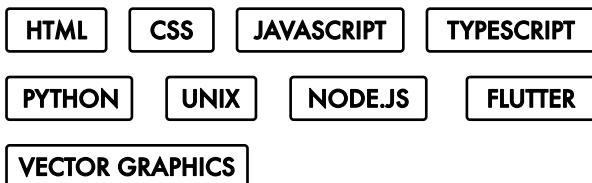
Software Engineer | Cambridge

EDUCATION

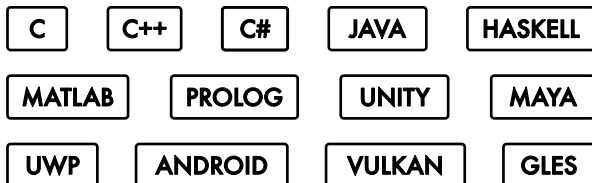
MEng Computer Science
University of Bristol

TECHNOLOGIES

Strong



Working Knowledge



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

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