



# DOMINIC AYRE

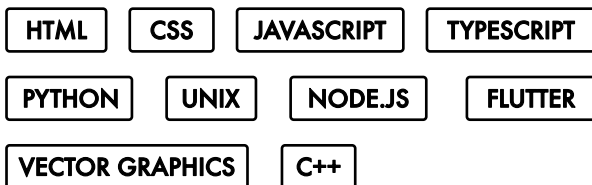
Software Engineer | Cambridge

## EDUCATION

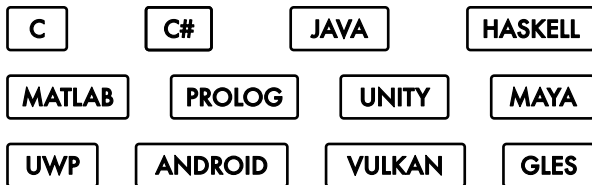
MEng Computer Science  
University of Bristol

## 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

domayre@outlook.com

+44 7581 192226