

I'm motivated by challenging problems and build robust, data-driven solutions that add value to customers. I can work across the development stack and adapt to whatever technology best solves the problem.

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## Education

2009 **Bachelor of Science Honours in Computer Science, *University Of KwaZulu-Natal.***

Degree awarded summa cum laude

Thesis topic: Towards Autonomous Soccer Playing Robots

Supervisor: Dr Deshendra Moodley (moodleyd37@ukzn.ac.za)

Subjects: Image Processing & Computer Vision; Neural Networks; Simulation Modelling; Computer Graphics; Cryptography & Network Security; High Performance Computing

2006-2008 **Bachelor of Science in Computer Science and Information Technology (Computer Science Stream), *University Of KwaZulu-Natal.***

Degree awarded cum laude

Dean's Commendation(Aggregate > 80%) awarded for 4 semesters

Certificate of Merit(Top 15% of the class) awarded for 9 courses

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## Experience

2014–Present **Senior Software Engineer, *SMART Technologies.***

(November 2014 - Present) As a member of the real time services team I design and build solutions for SMART Amp, a web based platform that enables teachers and students to collaborate in real time across computers and mobile devices. Working with the following technologies: Java, Vert.x, JavaScript, Python, Redis, MongoDB and Amazon Web Services.

2009–2014 **Senior Software Developer, *Derivco.***

(August 2011 - October 2014) The mobile team create HTML5 solutions aimed at mobile devices. I'm one of three original members that designed and built our Mobile HTML5 product from scratch which has grown into a department of over 80 people. I was responsible for the architecture, design and development of the framework/platform our HTML5 casino games run on. I also designed and built web services, databases, a lobby for presenting games and researched upcoming technology. Worked with the following technologies: JavaScript; HTML5/CSS3; React; C#; ASP .NET MVC; SQL Server; Gulp; WebGL.

(December 2009 - July 2011) Responsible for designing and developing software as a member of the Flash Core team. Flash Core's main product is a client and server framework that Flash casino games are built on. Worked with the following technologies: Flash AS1, AS2, AS3; PureMVC Framework; ASP .NET; JavaScript; C#

2007–2009 **Tutor, *University of KwaZulu Natal.***

I was a tutor for the following courses at UKZN: ISTN100, ISTN102, COMP203, COMP300, COMP302, COMP301.

Responsibilities included: helping students with their practical work to ensure they understand the content; marking assignments and tests.

For the course, COMP 301 - Software Design, students were required to build a fully functional content management system using J2EE. I was a mentor to 3 groups of 5 students and gave them guidance with the design and implementation of their project.

Durban – South Africa

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## Awards and Achievements

Standard Bank IT Challenge - 1st place at the regional round, 4th place at the finals, 2009  
ACM ICPC - 2nd place at UKZN, 2007; 1st place at UZKN and 5th in South Africa, 2008  
2cana Programming Contest - 1st place, 2008 & 2009

## Public Speaking

I have presented the following talks

- **Understanding HTML5** - Brown Bag Session at Derivco, March 30 2012  
(1 session - 65 people)
- **Web Components: The Future of Web Development** - Brown Bag Session at Derivco, 22 November 2013 (2 sessions - 65 people each)

## Other experience

I have written tutorials and other articles for *Dev.Mag*, a game development magazine  
<http://goo.gl/mz919>

I am involved in a hobby game development community and have organized and run events <http://goo.gl/DBxuw>

I'm passionate about open-source software and contribute whenever I get the chance  
<https://github.com/RickyAbell>