

Glynn Taylor

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PROFILE

I am a recent graduate with a 2:1 in Computer Science at the University of Warwick with a keen interest in games development. I take great pleasure in solving interesting and complicated programming and design puzzles due to my analytical approach and logical thinking. I am currently seeking a challenging and rewarding technical role at an organisation that works at the cutting edge of their industry.

TECHNICAL SKILLS

Programming	C++, Java, C# (Unity), C, Haxe, VB.net, Haskell, Python, Bash
Markup	LaTeX, HTML, CSS
OSs	Windows, Ubuntu, Arch Linux
Software	Visual Studio, Eclipse, Flash Develop, Unity, Git, SourceTree Vim (Basics), Drupal, Blender, Photoshop

- Programming projects
 - My portfolio can be viewed [here](#).

EXPERIENCE

- *Contract Programmer (Full time)* February 2017 - March 2017
 - At [Mountain Walrus](#)
 - Assisted in the creation of room scale virtual reality archery puzzle game, programming game mechanics such as puzzles and VR interactions.
- *Data Visualisation Engineer* December 2015 - March 2016
 - At [Warwick Manufacturing Group \(Metrology\)](#)
 - Creation of an architectural visualization application.
- *Software Development Intern* June 2015 - August 2015
 - At [Warwick Manufacturing Group \(Metrology\)](#)
 - Creation of Immersive VR Environments From 3D Point Cloud Scan Data
- *Volunteer Playtester* December 2014 - April 2015
 - At [Freestyle Games](#)
 - For the recently announced Guitar Hero Live.
- *E-Mentor* Autumn 2014 - Present
 - For the [Realising Opportunities Programme](#)
 - Providing consistent, constructive support, information and guidance to a group of mentees in Year 12-13 using an online e-mentoring portal.
- *Webmaster(2014-2015), Publicity(2015-2016)* Summer 2014 - Present
 - Warwick Game Design Society*
 - At Warwick University
 - Responsible for the creation and maintenance of the new WGD site (www.warwickgamedesign.co.uk), managing events and publicity, as well as general participation in society events and competitions.

EDUCATION

- Sep 2013-2016 **2:1 B.Sc Computer Science**, University of Warwick
 - Year 1 Optional Modules
 - * Web Development Technologies
 - * Introduction To Computer Security
 - Year 2 Optional Modules
 - * Artificial Intelligence
 - * Functional Programming
 - Year 3 Optional Modules
 - * Machine Learning
 - * Principles of Programming Languages
 - * Computer Graphics
 - * Mobile Robotics
 - * Compiler Design
- Sep 2011-2013 **Advanced Level Qualifications**, Barton Peveril College
 - A Level
 - * Computing - A
 - * Maths - A
 - * Further Maths - A
 - AS Level
 - * Chemistry - A
 - * Biology - A
 - Extended Project Qualification - A* (OpenGL Heightmap Renderer)

ADDITIONAL INFORMATION

- Member of Warwick University's Game Design Society and participant in many of the WGD run programming competitions: see submissions [here](#).
- Achieved Duke of Edinburgh Award at Bronze level.
- Hobbies including reading, 3D low poly modelling using Blender, 2D pixel art using Paint.Net and Photoshop, as well as involvement with Computing Society, Climbing Club and Thai Boxing Club.

REFERENCES

References will be supplied upon request.