

# 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 leading 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 (Basics)<br>Vim (Basics), Drupal, Blender, Photoshop |

- Programming projects
  - In my spare time I've programmed a wide range of games and occasionally software; including projects using OpenGL and TCP networking in Java, C# scripting and networking in Unity3D, and networking in Visual Basic .NET. My past projects have also included features such as a custom GUI library written for LWJGL, an implementation of the 2D A\* pathfinding algorithm, a 2D sprite editor written in Java using LWJGL and game complete features such as character creation screens and serialization capabilities.
  - My portfolio can be viewed [here](#).

## EXPERIENCE

- *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-Ongoing)* 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](http://www.warwickgamedesign.co.uk)), managing events and publicity, as well as general participation in society events and competitions.

## EDUCATION

- Sep 2013-2017 **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

- Active member of Warwick 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.