**Daniel Richardson**

Computer Programmer

**BRIEF**

Computer games Technology graduate (BSc Hons) currently travelling and freelancing for companies, developing a variety of programs in an expanding number of languages. Most recently I am living in India and creating a Point and object tracker using C++ and OpenCV for a science institute, IISER (Indian Institutes of Science Education and Research) so they can track fine nasal movement and cage behavior in mice & developing a multi-platform web-based application to teach kids English for a Japanese company with plans to expand to a wider audience.

I am an experienced and determined C++ programmer and have enjoyed the many opportunities to use my skills working alone or as part of a larger group with members of the same or different professions. I’m experienced in the use of Java, Python, HTML5/JavaScript, PHP, C, shader languages and a variety of source control environments.

**EXPERIENCE**

**IISER (Indian Institutes of Science Education and Research):** Pune, India — *Software Developer & Equipment technician*

SEPTEMBER 2018 - AUGUST 2019

Developed mobile data capture systems for the emergency services using Java, XSLT and in-house technology. Gained experience of the full software project lifecycle including meeting customers to capture requirements, design, implementation and testing. Developed mobile data capture systems for the emergency services using Java, XSLT and in-house technology. Gained experience of the full software project lifecycle including meeting customers to

**Kids UP 株式会社ピーアップ:** Tokyo, Japan — *Android/iOS Application Developer*

JUNE 2018 – N/A

Worked on the Mind Mate iOS app to polish the game section Developed mobile data capture systems for the emergency services using Java, XSLT and in-house technology. Gained experience of the full software project lifecycle including meeting customers to. full software project lifecycle including meeting customers to. full software project lifecycle including meeting customers to. full softw.

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**github.com/RichardsonDaniel**

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**SKILLS/LANGUAGES**

C++ C C#

Java Swift Python

HTML JavaScript CSS

Android iOS OpenCV

OpenGL Phaser Git

Django Phaser Unreal

Engine 4

**AWARDS**

**UWS Court Medal​**

Most Distinguished Student

2011-2012

**Digital Futures 2016**

Honorable mention, best project award

& keynote speech spot

**Game Jam Winner**

UWS 2015

**PurpleTigerStudios:** Glasgow, Scotland — *Lead back Programmer*

JUNE 2015 - AUGUST 2018

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**iRepair:** Glasgow, Scotland — *Manager/Senior Technician*

JUNE 2013 - AUGUST 2018

I managed staff and high-end customers daily; timetabling, hiring and firing, stock & training on a broader level. As the longest member off staff there I also have the most training/knowledge of components and repair and handle any repair the staff cannot do themselves or would be too risky for them to attempt.During this time, I fixed every major AAA mobile device on the market up until my leaving point of 2018.

**EDUCATION**

**Computer Games Technology BSc (Hons) 2.1** — University of the West of Scotland

SEPTEMBER 2012 – JULY 2017

In this degree course I learned to use various languages and technologies to design and build game systems like 2D and 3D graphics and physics, AI systems, Facial Recognition devices and wireless device communication. I had the role of team leader in many group projects to gain management and leadership experience. I also have experience of pitching and presenting projects.

**CERTIFICATIONS**

**TEFL, Master**— *Teaching English as a foreign language*

Completed a TEFL master course during my final years of university so I could travel and contribute in some way to the areas I visited. This course was completely out the bounds of my usual endeavors and taught me a great deal of patience and problem solving for new tasks within different environments out of my norm. Certification allows me to teach both children and adults within schools, colleges and asylums in a variety of countries.

**PROJECTS**

**Kinship City** — *Unreal Engine 4 Game*

A game about avoiding security patrols while escaping a dystopian, Tokyo-inspired city. Originally a prototype and continued to develop it as a hobby project after positive feedback. Took the game to a large game’s convention in Glasgow where lots of people tried it and the game was featured in a national newspaper.

**Unicorn Space Command** — *Game Jam Winner*

2D space shooter that won the UWS Windows 8 game jam, sponsored by Microsoft. The game was published to the Windows Store and an Android version was developed and published to Google Play. The game received coverage on belly, MSDN and Scottishgames.net. It has over 2000 downloads worldwide, to date.

**Dichotomy** — *BSc Group Project*

Double semester group design and development project where I had the role of team leader. We produced a split-screen multiplayer dungeon game, with a focus more on the engine rather than game design as we were four technical programmers. The engine features a robust input system, physically based rendering, data driven asset and level loading, physics-based movement, AI pathfinding and

