

Mark Smellie

CONTACT INFO

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An experienced Programmer Analyst in the pharmaceutical industry looking to expand my experience by transitioning into front end web development in order to discover new challenges. My strengths are shown in my ability to work well as part of a team and get along with them regardless of the situation or task at hand. I work well to deadlines and thrive on a challenge to drive my work through to completion. I am always eager to enhance and improve on my current skills, by learning programming languages, software and the latest technologies.

EXPERIENCE

PPD

JULY 2016 TO PRESENT

Programmer Analyst

Accomplishments

- Working as Lead Programmer to distribute tasks to meet client demands
- Meeting with clients to discuss study progress and evaluate progress on outstanding tasks
- I am responsible for creating both production and validation programs.
- Employing CDISC mapping standards for SDTM programs.
- Creating ADaM datasets according to specifications and checking the accuracy of the data.
- Working as part of a global team.

Skills Used

- SAS programming.
- Tortoise SVN version control to track program changes.
- Working with other programmers to communicate differences and validate programs.

Three

OCTOBER 2014 TO JULY 2016

Sales Associate

Accomplishments

- I deliver quality service to customers ensuring full understanding of the products they buy.
- I deliver on store targets for quality of service and sales.
- I successfully proposed and implemented a change in a spreadsheet used to measure performance.

Skills Used

- The ability to keep up to date with new products and frequently changing offers and promotions.
- Building rapport with new and existing customers to communicate clearly with them.

Phones4U

NOVEMBER 2010 TO
SEPTEMBER 2014

Sales Consultant

State Street

MARCH 2014 TO APRIL 2014

IT Work Experience

PROJECTS

Effects of Enemy Artificial Intelligence on Player Immersion

I completed this project as part of my dissertation for my Honours year. The project consists of two versions of the same game. Each version of the game has a different AI implementation with different behaviours. This was used to gauge whether a more Advanced AI improves player immersion more than a Simple AI. The game was built using

C++, OpenGL and SDL.

Puttered Mobile/Web Game

Puttered was a project completed as part of the Mobile Game Development module. Working with a partner the game was built using Javascript with the Phaser framework. The game works with both mobile and desktop web browsers and does not require any installation to be played.

EDUCATION

University of the West of Scotland

SEPTEMBER 2012 TO JUNE 2016

Bsc Computer Games Technology

Results

1st Class with Honours

Computing Honours Project (C++/C)	A	Simulation and Visualisation (MatLab)	B
Mobile Games Development (Javascript)	A	GPGPU and Accelerator Programming (C++/ OpenGL)	B
Serious Games (C++/ OpenGL)	A	Games Console Development (C++/ OpenGL/ SDL)	A

Dalziel High School

2006 TO 2012

Highers

Computing - A	Graphic Communication - A
Physics - B	English - C
Philosophy - C	Mathematics - C

HOBBIES AND INTERESTS

- Video games
- Football
- Running