

Samuel Twidale

Hull – United Kingdom

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Software engineer & video game developer

Selected Projects

Geometrize: <https://www.geometrize.co.uk/>

Werewolf Tycoon: <https://samcodes.co.uk/werewolf-tycoon-1-press-kit/>

Recent Employment

Self Employed

Programmer

Remote

April 2012–Present

Contract programming work, consulting, indie game development and open source software

Optibrium Ltd

Principal Software Engineer

Remote

October 2021–August 2022

Extended StarDrop, Optibrium's flagship drug discovery software

Prototyped Idea Tracker, microservices for cataloguing chemical compounds and associated metadata

Vertual Ltd

Senior Staff Software Engineer

Remote

June 2021–October 2021

Extended VERT, Vertual's flagship radiotherapy training software

Mentored developers, oversaw and approved work, working remotely during and following the COVID-19 pandemic

Vertual Ltd

Senior Software Engineer and Project Manager

Hull/Remote

October 2019–June 2021

Developed new transportable and remote access variants of VERT

Mentored developers and oversaw work, first at company offices and later remotely during the COVID-19 pandemic

Vertual Ltd

Software Engineer

Hull

February 2016–October 2019

Extended VERT, developing treatment simulations of proton-based radiotherapy, with extensive use of DICOM etc...

Stainless Games

Game Programmer

Newport

August 2013–September 2014

Maintained and extended the classic Carmageddon mobile ports for Android and iOS

Contributed to Carmageddon: Reincarnation and Magic 2015: Duels of the Planeswalkers

Computing Skills

Languages: C++, Haxe, Python, Lua, Java, JavaScript, **Libraries:** Qt, Boost, MFC, SDL, OpenGL/GLSL, TypeScript, HTML...

OpenInventor, three.js, Cinder, OpenFL, HaxeFlixel...

IDEs: Visual Studio, Xcode, Qt Creator, VSCode, **Platforms:** Windows, OSX, Linux, Android, iOS, Web: HTML5, WebGL...

Source Control: Git, Svn...

CI: GitHub Actions, Jenkins, TeamCity, AppVeyor...

Software: Trello, JIRA, Slack, FogBugz, Trac, Mantis...

Misc: Familiarity with DICOM spec, mobile game design, QA techniques, continuous deployment...

Education

University of York

Computer Systems and Software Engineering, IEEE Accredited MEng, 2:1

York

2009-2013

Interests

Recreational Programming: See repositories on GitHub

Hiking: The Lake District is a favoured holiday destination

Languages

English: Native

With technical writing and copywriting experience. Fast typist

Supporting Information

Code Samples: See open source code on GitHub. Proprietary code samples available on request

References: Past employers, business associates available on request