

# Curriculum Vitae – Alexander Allman

**Name:** Alexander Stephen Allman  
**Address:** 149 Heather Road, Newport, NP19 7QW  
**Telephone:** 07544170061  
**Email:** alexallmandev@gmail.com

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## Key Skills:

- Good communication skills
- Stakeholder management
- Problem solving, breakdown and organisation
- Continual professional development
- Engineering for real time and predictive solutions
- Khronos OpenXR contributions and participation.

## Technical Experience:

- |          |                  |          |
|----------|------------------|----------|
| • C++    | • Unity          | • Agile  |
| • C#     | • Unreal         | • Docker |
| • Python | • Git / Git Flow | • JIRA   |
| • Rust   | • Linux          |          |
| • CMake  | • Android        |          |

## Experience and Education:

*Oct 2022 – Present*

### **Ultraleap – OpenXR Software Engineer**

At Ultraleap I worked on the OpenXR API Layer implementation that took hand data from the underlying LeapC library and reformed it to be served via the *XR\_EXT\_hand\_tracking* and *XR\_EXT\_hand\_interaction* extensions. This reforming of the data included extrapolation for reduced latency, filtering to help reduce noise and jitter and rebasing those positions in a relative OpenXR space.

Key developments include:

- Cross platform support for Windows, Linux and Android.
- Good communication between front end tooling and lower level data source due to being middle of the stack.
- CI development to help automate testing and artefact generation
- Implementation of multiple filtering algorithms in order to make noisy data more stable.
- Contributions and weekly meetup with the OpenXR Working Group to help represent the hand tracking and interaction side of the standard.
- Developing implementations that follow strict ruling imposed by the OpenXR Specification whilst working with the rest of the tech stack.

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*Sept 2020 – Oct 2022*

## **BT Security – Graduate Software Engineer**

Since graduating from university I have been working along the BT Security graduate training path. This has allowed me to develop further my skills significantly into a more software oriented domain.

Key developments include:

- Reverse engineering and Binary analysis.
- Server and Client communications via TLS.
- Test driven development and CI/CD for automated artefact creation and deployment.
- Chat client creation using C# and WPF.
- Unit testing and mocking.
- Setting up and using VMs for testing projects and learning how to leverage Ansible for an automated and consistent setup.
- Containerization through Docker.
- Soft skills through Insights training and group presentations.

*Sept 2018 – Sept 2019*

## **Mobile Pie – Junior Game Developer / Designer**

As part of my Degree I worked an extended placement of 12 months as a Game developer and designer for Mobile Pie. I worked on various projects and worked as part of small teams in a highly iterative environment utilising an agile development methodology.

I worked on projects such as:

- Worst Witch 2 – BBC
- Journey to the World Cup 2022 – Edcoms
- Farming Technology Education Game – Syngenta
- Ethan Gamer App – For the Youtuber Ethan Gamer TV

*Sept 2016 – June 2020*

## **BSC (Hons) Games Technology**

Graduated with a First Class Honours.

Key Modules:

- Advanced Technology – A module focused on newer and emerging technologies. This included developing a C++ Ray tracer from scratch, using Keras and TensorFlow to create an image classifier and procedural plant generation using DirectX.
- Creative Technology Project – A module which contained my dissertation. My dissertation leveraged a custom memory allocator and job system in order to gain Data Oriented Design performance benefits in an Object Oriented Workflow.

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- Mobile Applications – A module which focused on the development process of mobile apps. In this I created an app which uses the Twitter API in order to fetch tweets from a set of specified handles, allowing the user to make custom groupings of related handles. This project leveraged the MVC design pattern.
- Commercial Games Development – A module focused on teamwork and communication. In this module the entire cohort worked on a single project broken down into seven scrums. I acted as a scrum leader for my specific system but also more of a producer role for the entire project with another colleague.
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This Degree is an accredited course by TIGA.

## **Additional Information:**

- Full UK driver's license and car for travel.
- Able to work remotely full time.

## **References:**

Available upon request.