

dev@albertelw.in Albert Elwin is a 25 year old Graphics/Engine Programmer based in
http://albertelw.in Scotland. With over 4 years of professional experience Albert has
(+44)7456 574 978 worked on a wide variety of projects, including the critically-acclaimed
titles Killbox and Glitchspace. Albert loves working with people; from
the small team at Biome Collective, to young people from local schools
and community groups. Outside of work Albert dedicates his time to
the study and practice of computer graphics.

Education

AUG 09 - JUN 13 **University of Abertay Dundee**
First Class BSc (Hons) Computer Games Technology
Thesis: "Real-Time GPU-Accelerated Path Tracing via OpenCL"

Experience

FEB 15 - TODAY **Biome Collective** • Director/Programmer
Currently a director of Scotland's first collective for game developers.
Responsible for the technology on our projects with the goal of achieving the
team's artistic vision and shipping within time/budget. Worked on the BAFTA
nominated game Killbox and developed a bespoke 2D/C++ game engine that
shipped multiple titles. Also completed a range of community-based projects.

DEC 14 - TODAY **Self-Employed** • Programmer
Currently running a small programming business developing various
off-the-wall projects for local clients. Including a Twitter bot that generates
Haiku poems from online news articles and a 3D harmonograph synthesiser
which the band *S i N K* use for their live performances.

DEC 14 - MAY 16 **St Andrews University** • Graphics Programmer
Worked alongside Dr. Dhanraj Vishwanath to develop experiments for testing
human depth perception. Built a C++/OpenGL stereoscopic rendering
framework for running experiments on 3DTVs and VR headsets.

JUN 13 - DEC 14 **Space Budgie** • Co-Founder/Programmer
Co-founded an independent games studio where the team and I worked on
the BAFTA winning title Glitchspace. Developed a graphical programming
language for the game and various rendering features such as distance field
AO and portal rendering.

JUL 13 - MAY 14 **University of Abertay Dundee** • Programmer/Tutor
Worked with Dr. Paul Robertson on a research project for crime prevention
via spatial modeling. Developed an interactive visualisation of UK crime
statistics using C++/OpenGL. Also worked as an assistant mathematics and
programming tutor.

Skills

- Real-time rendering, lighting, procedural generation, visual effects, linear algebra
- Engine development, asset pipelines, profiling/optimisation, memory management
- C, C++, OpenGL, GLSL, Unity3D, C#, WebGL, Javascript