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# **Experience**.

Geoteric Newcastle upon Tyne, UK

SENIOR RESEARCH SOFTWARE ENGINEER

November 2020 - Present

• Leading projects through research to production software

RESEARCH SOFTWARE ENGINEER

November 2018 - November 2020

- · Optimise and move into production algorithms developed within the research team to be used in client-side applications
- · Independant research and development of methods to extract geometric information from seismic data
- · Working with the Software Engineering team to incorporate software engineering practices into the research process
- Development in C++, Matlab, Python

**Pulsic** Newcastle upon Tyne, UK

LEADING SOFTWARE ENGINEER

February 2017 - November 2018

- Mentoring junior developers to help them become efficient software engineers
- · Leading projects within the team including: optimisation problems, new analog chip design layout algorithms

SOFTWARE ENGINEER June 2016 - February 2017

- Software engineer in the Research and Development team for automating analog layout design in C++
- Developing and maintaining complex algorithms and spatial data structures for use in Electron Design Automation
- Maintaining Unix and Linux code bases
- Extensive unit testing and code review process

**Durham University** Durham, UK

**DEMONSTRATOR FOR UNDERGRADUATE LABS** 

September 2012 - March 2016

- Senior Demonstrator for Java, Introduction to Programming (1st year course)
  - Taught concepts of Object Oriented Programming from ground up
  - Graded assignments and exercises contributing to final grade
- Demonstrator for Embedded C, Real-Time Computing (3rd year course)
  - Demonstrated concepts of embedded C programming on an ARM microcontroller for 3 years
  - Assisted in marking and reviewing assignments

**BSkvB** Isleworth, UK

APPLICATION SUPPORT DEVELOPER

September 2010 - September 2012

- · Software developer in the Corporate ADM designing and building applications and services
- Technologies used include C#, Javascript, MS SQL, .Net, HTML5, RESTful APIs
- · Followed product life cycles from design to deployment

#### Research

### **Innovate Computing Group**

Durham University, UK

PHD RESEARCHER

Sept 2012 - Match 2016

- · My research involved the evaluation of direct volume rendering, a computer graphics method for producing images from volumetric data sets, typically from the medical domain. This involved:
  - Developing a software-based volume renderer in C++ to render 3D images with a choice of reconstruction filters, sampling strategies and display output.
  - Image processing techniques that includes methods to calculate the amount of blurring and aliasing in images using OpenCV and C++
  - Analysis of depth perception with 3D images and how algorithm parameters can alter how 3D images are perceived.
  - Evaluating artefacts in 3D volume rendered images

### **Skills**

Languages C++, Lua, Go, C

Familiar Java, Python, C#, Javascript, Matlab

Electronic Design Automation, Signal Processing, Volume Rendering, 3D Displays

Image Processing, ETFX, SPSS (statistics), Unix **Technologies** 

Boost, C++03, C++11, C++14, C++17

## **Publications**

Reevaluating Reconstruction Filters for Path-Searching Tasks in 3D

DAT Roberts, Ioannis Ivrissimtzis

Computer Graphics Forum, 2016

Quality measures of reconstruction filters for stereoscopic volume rendering

DAT Roberts, Ioannis Ivrissimtzis

Computational Visual Media, 2016

An evaluation of reconstruction filters for a path-searching task in 3D

David AT Roberts, Ioannis Ivrissimtzis, Nicolas S Holliman

Sixth International Workshop on Quality of Multimedia Experience, 2014

Investigating depth perception with stereoscopic volume rendering

D A T Roberts

Theory and Practice of Computer Graphics, 2014

## **Education**

Durham University

Durham, UK

PHD IN COMPUTER SCIENCE September 2012 - March 2016

Durham University

Durham, UK

BSC IN COMPUTER SCIENCE September 2007 - July 2010

First Class

The Sixth Form College Solhull Solihull, UK

A-Levels. Computing, Maths, Ancient History

September 2005 - July 2007