Martin Grant

Software Engineer

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EXPERIENCE

Digital Barriers, Glasgow — Software Engineer

JUNE 2019 - PRESENT

Member of a core team developing internal and external SDKs related to digital video surveillance for security applications, using mainly C++ and C#. I work on new features, defects and unit/integration testing.

JP Morgan Chase & Co, Glasgow — Software Engineer

FEBRUARY 2019 - JUNE 2019

Worked in a small agile team to deliver software solutions internally to the wider business, primarily working with Java.

Motorola Solutions, Glasgow — Application Developer

OCTOBER 2016 - SEPTEMBER 2017

Developed mobile data capture systems for the emergency services using Java, XSLT and in-house technology. Gained experience of the full software project lifecycle including meeting customers to capture requirements, design, implementation and testing.

MindMate, Glasgow — iOS Developer Intern

JUNE 2016 - AUGUST 2016

Worked on the MindMate iOS app to polish the game section to improve their playability and accessibility for users with Dementia and Alzheimer's. During my time here the app reached #2 in the Health category on the App Store.

Tick Tock Games, Wakefield — Junior Programmer Intern

JULY 2014 - AUGUST 2014

Assisted the senior programming team as well as working with my own tasks. Responsible for preparing a previously released game for launch on a new platform. Contributed to projects released across Android, iOS, OS X and PC.

EDUCATION

Industrial Robotics PhD —University of Strathclyde

OCTOBER 2017 - FEBRUARY 2019

Completed the first year of a PhD researching autonomous robotic systems for efficient and effective manufacturing and inspection. I decided to leave to re-enter the private sector, after losing interest in academia.

SKILLS

C	C++	C#
Java	Swift	Python
HTML	Javascript	CSS

Android	iOS	Monogame
OpenGL	SDL	Unreal Engine 4
Django	Git	Jenkins

AWARDS

UWS Court Medal Most Distinguished Student 2011–2012

Develop 30 Under 30 Honourable Mention

Game Jam Winner UWS Windows 8 Game Jam 2013 sponsored by Microsoft

Computing Science MSc —University of Glasgow

SEPTEMBER 2015 - SEPTEMBER 2016

Achieved a Master's degree in Computing Science to broaden my skills and knowledge. Took a selection of classes such as Computer Architecture, Internet Technology, Safety Critical Systems, Cyber Security and various others. Had many opportunities to work on both solo and group coursework.

Computer Games Technology BSc (Hons) 2.1 — University of the West of Scotland

SEPTEMBER 2011 - JULY 2015

In this degree course I learned to use various languages and technologies to design and build game engines with 2D and 3D graphics and physics, using mainly C++ and OpenGL. I had the role of team leader in many group projects to gain management and leadership experience. I also had experience presenting projects. I founded the UWS Games Dev Society and ran it for two years, organising game jams and industry talks.

PROJECTS

Kanshi City — Unreal Engine 4 Game

A game about avoiding security patrols while escaping a dystopian, Tokyo-inspired city. Originally a prototype and continued to develop it as a hobby project after positive feedback. Took the game to a large games convention in Glasgow where lots of people tried it and the game was featured in a national newspaper.

Mobile Pressure Input — MSc Group Project

Group project where we designed an input system that lets the user squeeze their phone to change the layout of the on-screen keyboard from normal letters, to capitalised letters and to numbers and symbols.

Unicorn Space Command — Game Jam Winner

2D space shooter that won the UWS Windows 8 game jam in 2013, sponsored by Microsoft. Initially published the game on the Windows Store and later Google Play. The game received coverage on uBelly, MSDN and Scottishgames.net.

Dichotomy — BSc Group Project

Group project where I had the role of team leader. We produced a C++ and OpenGL game engine for a split-screen dungeon game. The engine features a robust input system, physically based rendering, data driven asset and level loading, physics based movement, AI pathfinding and a base for networked play.

How To Rule The World In 3 Minutes — Global Game Jam 2014

Programmer in a team of six where we developed a local multiplayer platformer game. Players capture towers and block others from doing so to gain points. We used C# and Monogame as beginners to build this game over a weekend. I contributed to input, audio and game state management.