

Michael Povey

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SUMMARY

Innovative software developer with industry experience of emerging technologies. Hands-on experience creating cutting-edge software solutions across a broad range of industries, from local dealerships to offshore corporations. This includes playing an integral role in project development, from infancy to client delivery. Comfortable working within interdisciplinary teams to develop high-quality solutions. Currently seeking an exciting, challenging opportunity within a collaborative team environment.

TECHNICAL SKILLS

○ Languages:

◆ C# (in Unity)	● ● ● ● ● (advanced)
◆ Android Java	● ● ● ● (intermediate)
◆ C++	● ● ● ● (intermediate)
◆ Python	● ● (novice)

○ IDEs: Unity3D, Visual Studio, Android Studio, Xcode, PyCharm, Sublime Text.

○ Technologies: Augmented / Virtual Reality, Oculus Rift, Microsoft HoloLens, 360° videos, OpenGL / DirectX, Windows / Mac / Linux OS, Android & iOS development.

○ Experience:

- Industry experience working with cutting-edge AR / VR technologies.
- Cross-platform mobile development including full app store release.
- Working knowledge of applied mathematics and physics.
- Proficiency with version control systems such as Git.
- Development experience using object-oriented design patterns.

RELEVANT SKILLS

Client-Facing: Extensive experience playing an active role in discussing and assessing client's needs, and providing technical direction where required. Adept at conveying technical ideas and actioning client feedback to their satisfaction.

Communication: Excellent verbal and written communication skills. Empathic listener, always willing to take on board and provide constructive feedback when required.

Problem-solving: Adept at effectively identifying, analysing and solving complex technical challenges. Capable of providing a hands-on, 'thinking outside-the-box' approach to solving such issues.

Teamwork: Solid academic and professional background integrating into cross-disciplinary teams. Comfortable learning, developing and sharing skills within a collaborative team environment.

PROFESSIONAL EXPERIENCE

Augmentic Visualisations Ltd (2013-2020)

Technical Director, Lead Programmer.

Co-founder of an enterprise specializing in producing bespoke AR & VR software solutions across a wide range of industries.

Key Responsibilities:

- Led technical direction within an interdisciplinary team, in every stage of the project development from infancy to completion. Collaborative approach to the creation of innovative, high-quality software solutions.
- Integral role in the design, implementation and maintenance of cutting-edge software solutions. Followed object-oriented design patterns to ensure the code base was easily readable and maintainable.
- Leading role in guiding company strategic direction. Actively researched the latest trends and innovations in order to keep ahead of the competition.
- Provided technical direction to clients. Assessed their software requirements and guided them where necessary to the best technical solution for their needs.

EDUCATION

BSc (Hons) Computer Games Technology, Upper Second Class (2:1)

Abertay University (2009-2013)

Honours Project: A Procedural Model For Rendering And Simulating Lightning In A Real-Time Application.

- C++ procedural rendering using the Visual Studio IDE, and the Direct3D API.
- The idea was to examine pre-existing lightning simulation methods, and devise a procedural model suitable for implementation within a video game.
- To this end, a real-time prototype application was created using fractal mathematics, procedural algorithms and post-processing effects.

Professional Project: Interdisciplinary team tasked to develop a prototype for a local games company. The final application was developed for Android smartphones.

- Integral role in the design and creation of a C#/UnityScript code base using the Unity engine. Regular client communication to ensure development was on track.
- Responsible for gameplay elements, including implementation of a path-based player movement system and enemy AI character behaviours.
- Cross-discipline communication to ensure productivity and efficiency of development. Worked together to effectively optimize the build size and ensure delivery of a high-quality prototype.