

Peter Smith

Programmer

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Main Skills and Competencies

5-7 years approx	2-3 years approx	1-2 years approx
Python Linux environment Agile methodologies Version control Qt / PyQT GUI Design	Unity3D / C# C/C++ Full stack web development Async RESTful services Windows environment NoSQL Document Databases	Boost OpenGL / GLSL LUA NodeJS SQL databases Maya API

Work Experience

2009 - Present

Director

March 2015 - Present

Ludo Gear Ltd

- Released free iPhone and Android game (Easter 2016) called 'Tappitt' using the **Unity3D** game engine. This was built on a short time scale as an introductory exercise to aid the teaching material for Unity3D students.
- One month (Summer 2015) freelancing at Machine Studios building a particle editor in **C++**, **OpenGL** and **QT** to tie into their bespoke game engine

Lecturer

Aug 2015 - Nov 2016

Bournemouth University

- Teaching units in **Unity3D C#** and **game design** at undergraduate level
- Technical supervisor on three conference papers published in 2016
- Sprint lead on two funded game projects being carried out by students

Generalist Programmer

Nov 2013 - Feb 2015

Ubisoft Montreal

- Full stack developer working with **HTML/CSS**, **Javascript**, **EXTjs** and a **Python / SQL backend**
- Web-app for video upload, encoding and reviewing using **Openstack object storage** and **Elasticsearch** for cinematics teams on games like Farcry 4 and Rainbow Six: Siege
- An asynchronous service framework with **Twisted** and **Autobahn** websockets to ease development of large scale **RESTful services** and real time web applications
- Work with internal stakeholders to identify software requirements and generate appropriate technical and design documentation to support the development process

Pipeline Technical Director

Dec 2012 - Nov 2013

Prime Focus Vancouver

- Work with artists to identify bottlenecks in their workflow and develop tools to increase their efficiency across various content creation packages using a large scale **CouchDB** asset database and **Python**
- Sole developer on a **Python (PyQT)** framework for asset management that allowed artists to work with continuity across many third party tools

Software Developer

June 2011 - Dec 2012

Moving Picture Company London

- Develop, maintain and add features to a lighting tool using a **C++ Maya Plugin** and **Python (PyQT)** scripts
- Support and maintain in house visual effect software involving a large code base of **C++** and **Lua**

Junior Software Developer

Dec 2009 - Aug 2010

Steamshift

- Implemented both frontend and backend features for large scale commercial websites (for example Mazda's website), using the **Kohana PHP** framework and **Javascript / JQuery**

Education

PG Certificate with Distinction in Education Practice

Oct 2015 - June 2016

Bournemouth University

MSc with Distinction in Computer Animation & Visual Effects

Sept 2010 - Aug 2011

NCCA, Bournemouth University

Thesis topics: CPU parallelisation with SIMD & SSE Intrinsics
Image space post processing techniques for my OpenGL deferred renderer
Cloth simulation in OpenGL

First Class BA(hons) Film Studies

Sept 2007 - July 2010

University of Surrey

Dissertation topic: Realism in Computer Animation

Object-Oriented Programming with Java

Nov 2009 - June 2010

Open University

A Level: Film Studies (B), Sociology (C), English (C)

Sept 2005 - July 2007

Peter Symonds College

Personal Interests

Game making - Football (Soccer) - Tabletop Games - Films - Travel - Reading

References available on request