Peter Smith

Software Developer

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~5-8 years	~2-4 years	~0-2 years
Python	Node	Boost
Linux environment	Javascript	OpenGL / GLSL
Agile methodologies	Unity3D / C#	LUA
Version control	C/C++	Maya API
Qt / PyQT	Asynchronous web services	GUI Design
	Windows environment	React JS

Work Experience   **2009 - Present**

Director   Dec 2017 - Present
Vec3 Ltd
Micro games studio and consultancy

Director & Consultant   March 2015 - Present
Ludo Gear Ltd
Contracts include:

- PWG Trading   Jul 2017 - Present
    - Senior dev on new in house sales software
    - **Javascript, Node, React, HTML, CSS**

- Satellite Applications Catapult   Nov 2016 - Jul 2017
    - Senior dev on async Nats IO services for in house workflow suite
    - Maintenance of Unity3D application to visualise global positional data
    - **Python Tornado, PSQL, Google Protocol Buffers, Unity3D C#**

- Machine Studios   Jun 2015 - Jul 2015
    - Prototype Particle Editor for in house game engine
    - **C++11, QT, OpenGL**

Lecturer   Aug 2015 - Nov 2016
Bournemouth University
- Teaching units in mobile game development and game design at undergraduate level
- **Unity3D C#, Presentation and Teaching skills**

Generalist Programmer   Nov 2013 - Feb 2015
Ubisoft Montreal
- Primarily backend work for an in house cinematics review tool with the associated RESTful services.

- Work with internal stakeholders to identify software requirements and generate appropriate technical and design documentation to support the development process
- **Python Twisted, Autobahn websockets, MySQL, Openstack object storage, Elasticsearch**

Pipeline Technical Director   Dec 2012 - Nov 2013
Prime Focus Vancouver
- Work with artists to identify bottlenecks in their workflow and develop an asset management framework allowing artists to work with continuity across many third party tools
- **Python, CouchDB, PyQT**

Software Developer   June 2011 - Dec 2012
Moving Picture Company London
- Support various in house visual effects software across a large codebase
- Primary developer on a lighting and scene-export tool for Maya and Renderman
- **C++, Maya API, Python, PyQT, LUA**

Junior Software Developer   Dec 2009 - Aug 2010
Steamshift
- Implemented frontend and backend features for large commercial websites (e.g. Mazda's website)
- **Kohana PHP, 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

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 - Writing - Football (Soccer) - Tabletop Games - Films - Travel - Reading

References available on request