

REUBEN CRIMP

My dream career is to be a Technical Artist.
I collect Rubik's style twisty puzzles,
because I like solving problems.

EDUCATION

MSc	Information Retrieval <i>in progress</i>	2017 —
PGDipSci	Computer Science, awarded with Distinction	2016
BSc	Major: Computer Science, Minor: Mathematics	2013 — 2015

TECHNICAL SKILLS

Proficient	C	C#	Java	Swift	Python	HTML	JavaScript
Competent	C++	SQL	PHP	GLSL	Haskell	L ^A T _E X	CSS
Tools / Libs	git	SDL	nlTK	opencv	three.js	blender	docker

EMPLOYMENT

Game Developer	2017
Redfox Game Studio, Auckland	
Lead Unity programmer and technical artist for a soon to be released Steam title.	
iOS Developer	2016
MixBit, Dunedin	
Worked in a small team developing AV utilities in Swift for an iOS application.	
Teaching (Lecturer & Tutor)	2014 —
University of Otago, Dunedin	
Learned effective communication skills, working with classes and individual students.	

RESEARCH

Academic Publication	2017
Proceedings of the 22nd Australasian Document Computing Symposium	
Automatic Term Reweighting for Query Expansion	
Authors: R. Crimp, A. Trotman	
Research Assistant	2017
Developed software for annotating anatomical specimens, to be used for teaching.	
Supervisors: Y. Cakmak, S. Zollman	
Research Project	2015
Developed virtual-reality software for chronic stroke rehabilitation.	
Supervisors: S. Mills, H. Regenbrecht, T. Langlotz	
Summer Research Scholarship	2015
Designed and developed software for a lenticular auto-stereoscopic 3D display.	
Supervisor: G. Wyvill	
Research Assistant	2014
Determining the time complexity of network scheduling algorithms.	
Supervisors: H. Zhang, Y. Chen	