Reuben Crimp

Game Developer, Technical Artist.
Puzzle Collector. Stand-up Comedian.

Education

MSc	Information Retrieval *in progress*	2017 — 2018
Hons	Computer Graphics *awarded with Distinction*	2016
BSc	Computer Science *with Mathematics Minor*	2013 — 2015

Technical Skills

Proficient	C	C#	Java	Swift	Python	HTML	JavaScript
Competent	C++	SQL	PHP	GLSL	Haskell	LaTeX	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 the iOS platform.

Teaching (Demonstrator & Tutor) 2014 — 2018
University of Otago, Dunedin
Developed communication skills, working with individual students and lecturing classes.

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

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