

REUBEN CRIMP

EDUCATION

MSc	Computer Science (in progress)	2017
PGDipSci	Computer Science, awarded with Distinction	2016
BSc	Major: Computer Science, Minor: Mathematics	2013 — 2015

TECHNICAL SKILLS

Proficient	C, C#, Java, Swift, Python, JavaScript
Familiar	C++, Haskell, SQL, PHP, GLSL, L ^A T _E X
Tools / Libs	git, docker, opencv, nltk, three.js, SDL

INDUSTRY EMPLOYMENT

Game Developer	2017
RedFox - Auckland	
Worked as a programmer and technical artist to develop a Unity game for Steam.	
iOS Developer	2016
MixBit - Dunedin	
Worked in a small team developing AV utilities in Swift for an iOS application.	

RESEARCH EXPERIENCE

Research Assistant — Anatomy Department, University of Otago	2017
Developed software for annotating anatomical specimens, to be used for teaching.	
Supervised by Dr. Yusuf Cakmak.	
Research Project — CompSci Department, University of Otago	2015
Developed virtual-reality software for chronic stroke rehabilitation.	
Supervised by Dr. Steven Mills and Dr. Holger Regenbrecht.	
Summer Research Scholarship — CompSci Dept, University of Otago	2015
Designed and developed software for a lenticular auto-stereoscopic 3D display.	
Supervised by Dr. Geoff Wyvill.	
Research Assistant — CompSci Department, University of Otago	2014
Determining the time complexity of network scheduling algorithms.	
Supervised by Dr. Haibo Zhang.	

TEACHING EXPERIENCE

Tutor — CompSci Dept, University of Otago	2017
Teaching undergraduate tutorials (lecture style), for 20-30 students.	
Tutor — Disability Information & Support, University of Otago	2015
One on one teaching on subject specific material. Computer Science, Maths, Stats.	
Demonstrator — CompSci Dept, University of Otago	2014
Supervising CS undergrad computer labs, and assisting the students with their work.	