

Jamie Thompson

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Personal Information	<ul style="list-style-type: none">• Nationality: British• Age: 28
Objective	Highly technical tools programmer seeking to leverage a multitude of skills to improve the quality of game software through the provision of effective tools and processes.
Education	2001 - 2004 The University of Lincoln, Hull, Humberside, UK 1993 - 2000 Bushey Meads GMS, Bushey, Herts, UK
Skills	<ul style="list-style-type: none">• 4 years of commercial C# development, 7 years hobby & 3 years university C++ experience, 14 years hobby programming in general. Additionally, knowledge of scripting languages such as PHP & Perl, and exposure to libraries such as Qt.• Experience with multiple development environments including:<ul style="list-style-type: none">◦ Microsoft Visual Studio v5.0 to .NET 2008◦ UNIX-based development with gcc• Team development experience using version control software such as CVS, Subversion, and Perforce, and build management with CruiseControl.net• Experience with web technologies such as HTTP, XML, XHTML, CSS, XSLT, XPath, PHP, JavaScript, Flash, ASP.net, jQuery, SSL and others.• 4 years experience working with game localisation management processes, as well as technical aspects such as character encodings• Experience with DirectX / OpenGL• Experience working with 3D content authoring (3D Studio MAX).• Server administration experience with numerous services including but not limited to: Linux, Windows Server 2003, IP, IIS, OpenLDAP, Postfix, DHCP, DNS, SSH, Apache, MySQL, VMware.• Highly skilled with many common Office applications (e.g. MS Office)
Work experience	07/2009 – 01/2011 SCEE, Cambridge, Cambridgeshire Programmer <ul style="list-style-type: none">• Promoted to standard grade within existing role.
	06/2006 – 07/2009 SCEE, Cambridge, Cambridgeshire Junior Programmer <ul style="list-style-type: none">• Working within the tools group, it is my responsibility to both assist my co-workers with the software needed to perform their jobs as well as developing software as required. To fulfil these responsibilities I use my abilities to adapt to and use many differing technologies as required.• During this time I have mainly been working on projects to assist with the game localisation process, where I have had to fulfil several roles due to the size of the team.
	11/2005 – 10/2006 Google Inc., Mountain View, CA, USA Quality Rater - UK <ul style="list-style-type: none">• My role consisted of evaluating web pages in the context of given queries, and ranking them according to criteria set forth by Google. In order to perform the role I utilised my excellent research skills along with my ability to analyse unfamiliar topics quickly and accurately.
	09/2005 – 06/2006 CEX Ltd., Watford, Hertfordshire Returns Assistant <ul style="list-style-type: none">• I was responsible for processing returned stock and repairing or dispatching to external repair facilities said stock. These items included (but not limited to) games consoles, mobile phones, PC components and other electronic goods such as laptops and digital cameras, etc. I also assisted with movement of stock through the warehouse.

Awards received	BSc (Hons.) Games Computing (Software Development)	1st Class Honours
	• Programming in the Large	1st** 95
	• System Specification	1st* 89
	• Communications Skills	1st* 80
	• Managing Game Development	1st 75
	• Graphical API Programming	1st 73

Advanced GNVQ I.T. Distinction

GCSEs

Systems & Control	A
Science Double Award	AA
English Literature	A
English Language	B

Office Studies	B
Mathematics	B
Art	C
French	D

Interests and Activities

- Cross-platform programming (with particular interest in C++)
- General computing issues
- Gaming
- Drawing and some 3D modelling
- Current affairs (particularly in the area of intellectual property)
- Japanese culture

References

Available on request.