Mark Peters

E-mail: mpypeters@googlemail.com
Mobile: 07921 318 726

Portfolio Website: www.mpypeters.co.uk

Personal Profile:

I am a highly competent software engineer who has a master's degree in computing from the University of Abertay. I have developed a wide range of skills covering many aspects of software development from initial concept and application design, to programming and testing the application for deployment.

I have experience developing software applications on Windows and Linux based systems using a range of IDEs, primarily Visual Studio for Windows and NetBeans for Linux. I have worked with many different programming and scripting languages using a range of different libraries.

I am a great communicator with the ability to work with others at all levels, both as an individual and as a team member. I am seeking a software development role with a forward thinking entrepreneurial company where my skillset will add value.

Key Skills:

Languages: C++ (7 years), Java (4 years), C# (2 years).
Libraries: OpenGL (6 years), DirectX 11(1 year), SFML (1 year), STL, Boost, Armadillo.
Graphic Engines: Unity with C# (2 years), UDK with UnrealScript (2 years).
Other: JavaScript, HTML & CSS, XML, PostgreSQL.

Employment:

Freelance Programmer   *January 2016 to Present*
London, England   *Software Engineer*
- Designing and creating a software application that aims to help users understand the; process, requirements, costs and savings of installing renewable energy sources into their home.
- Program developed using C++ and OpenGL 4.0 is used for graphic components.
- Developed an Android mobile application with Unity using C# scripts.
- Experimented with different machine learning and multithreading techniques.

Pilotware Ltd. / X-Spaces Technologies   *February 2015 to January 2016*
London, England   *Software Engineer*
- Created a 2D/ 3D graphics engine using C++ and OpenGL 4.0 that operates through a Linux server.
- Designed a method to save the active OpenGL rendering context as an M-PEG4 video file, using the H.264 format as a video encoder.
- Developed shader programs and a handler class to allow the use of multiple shading effects on an object.
- Implemented an input handler that receives graphical data from a server that will be used to render and save the data as a video file on a server.
- Developed an FBX file loader for 3D models, scenes and animations.

Kitsune Game Studios Ltd.   *March 2011 to September 2011*
Paisley, Scotland   *Java/Android Programmer*

- Developed unique interpretations of classic games in java for android devices within a student team.
- Reverse engineered game mechanics on a range of classic games.
- Tested game applications and resolved coding issues.
- Gathered user feedback to enhance gaming environment.

Education:

M.Sc. Computer Games Technology   *Graduated: 2015*
  Abertay University, Dundee.

B.Sc. Computer Games Technology (Hon.)   *Graduated: 2013*
  University of the West of Scotland, Paisley.   Upper Second Class (2:1)

Master's Thesis:

My Master's Thesis examined how game technology could enhance the learning of primary and secondary school children. This was accomplished by developing a learning environment, in the form of a game application, which adapts to the user's ability based on the user's interaction with the program. The ultimate aim was to improve the users understanding of the subject matter, their retention of key concepts and ultimately reduce the time required to master the subject. The program was developed using the Unity engine further functionality was created with C# scripts.

Interests and Hobbies

I have a keen interest in science and technology and love to expand and improve upon my existing knowledge of a subject. In my free time I am currently developing a voxel based engine in C++ using OpenGL to experiment with different shader techniques. I also enjoy developing simple embedded systems using the Arduino.

References

Available on request.