

Jamie Thompson

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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">• 4.5 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 use of libraries such as STLport & 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/glib/Qt• Team development experience using version control software such as CVS, Subversion, Git & 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 string 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	06/2011 – Present	Vibe 107.6 FM, Watford, Hertfordshire
	IT Manager	
	<ul style="list-style-type: none">• A volunteer position in Watford's new community radio project. I helped to install the infrastructure (cabling, etc.) and set up the IT infrastructure for the organisation to meet the requirements set down by the board. I also assist with the maintenance of this infrastructure as required by the needs of the business in my spare time.	
	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 was 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 used my abilities to adapt to and use many differing technologies as required.• During this time I primarily worked on projects to assist with the game localisation process, where I had to fulfil several diverse roles due to the size of the team. These varied from my primary role of software development to user interface design, build chain development to QA testing, server installation and configuration to end-user support.	
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11/2005 – 10/2006

Google Inc., Mountain View, CA, USA

Quality Rater - UK

- 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

- 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.