

Jamie Thompson

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Objective

Highly technical programmer seeking to leverage a multitude of skills to improve the quality of software through leveraging the provision of effective tools, processes and technology.

Skills

- **7 years of commercial C# SaaS development**, 7 years hobby and 3 years university **C++** experience, 16 years hobby programming in general. Additionally, knowledge of many scripting languages and exposure to working with large 3rd party libraries such as STLPort and Qt.
- Experience with multiple development environments including:
 - Microsoft Visual Studio v5.0 to .NET 2012
 - UNIX-based development with gcc/glib/Qt
- **Team development experience** using version control software such as CVS, Subversion, Git and Perforce, and **continuous integration** with CruiseControl.net, unit testing and exposure to **agile development practices**.
- Experience working with and **designing large object-orientated code bases**. Experience with **design patterns/antipatterns**.
- Extensive experience **supporting and mentoring colleagues**.
- Extensive experience with technologies such as **HTTP, XML, XHTML, CSS, XSLT, XPath, JavaScript, ASP.net, jQuery, MVC** and others.
- Experience working with Microsoft SQL Server 2005, 2008 & 2012, as well as other RDBMSes such as MySQL.
- 4 years experience working with game localisation management processes, as well as technical aspects such as Unicode encodings.
- Server administration experience with numerous services including but not limited to: Linux, Windows Server NT4-2012, IP, IIS 5-8, OpenLDAP, Postfix, DHCP, DNS, SSH, Apache, MySQL, VMware.

Work experience

03/2012 – Present

SCEE, Cambridge, Cambridgeshire

Application Support Developer

- I provide the technical resource to maintain our client's job boards. Working with my team I ensure issues that clients may have are resolved to their satisfaction as quickly as possible. To achieve this with swift and correct resolution I have developed a deep understanding of our products that has resulted in me becoming the primary point of reference for my team, mentoring them not only on the technical aspects of the product but advanced usage of the tools we use (.e. Subversion) as well.
- Another fundamental aspect of the role is the day-to-day management of the deployment process that drives our delivery of Software as a Service (SaaS). I had a significant part in driving the development of the processes used to manage the rollout process, and have taken on responsibility for maintaining our internal software used for this as needed.

06/2011 – 02/2012

Vibe 107.6 FM, Watford, Hertfordshire

IT Manager

- 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 collaborated with the technical director to develop custom components of the software infrastructure which I then had responsibility for maintaining and developing as requirements evolved.

07/2009 – 01/2011

SCEE, Cambridge, Cambridgeshire

Programmer

- Promoted to standard grade within existing role.
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06/2006 – 07/2009

SCEE, Cambridge, Cambridgeshire

Junior Programmer

- 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.

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.

Education

2001 - 2004

The University of Lincoln, Hull, Humberside, UK

1993 - 2000

Bushey Meads GMS, Bushey, Herts, UK

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

- Software development (with particular interests in cross-platform C++, large scale systems design in C# and the opportunities made possible in C# software vs. C++ through the leverage of reflection)
- General computing (i.e. hardware, system design, industry trends, etc.)
- Electronics and embedded-like systems
- Gaming
- Current affairs (particularly in the area of intellectual property)
- Japanese culture

References

Available on request.