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# Jamie Thompson

**Personal Information**

- Nationality: British
- Age: 28

**Objective** To expand & develop my development skills to their utmost extents, aiming to become a leading interactive entertainment industry figure.

**Education**

2001 - 2004	The University of Lincoln, Hull, Humberside, UK
1993 - 2000	Bushey Meads GMS, Bushey, Herts, UK

**Skills**

- 14 years hobby programming in general, 4 years of commercial C# development, 7 years hobby & 3 years university C++ experience.
- Experience with multiple development environments including:
  - Microsoft Visual Studio v5.0 to .NET 2003
  - UNIX-based development with gcc
- **Team development experience** using version control software such as CVS, Subversion, and Perforce.
- Experience with web technologies such as HTTP, XML, XHTML, CSS, XSLT, PHP, JavaScript, Flash, ASP.net, jQuery, SSL and others.
- Experience with DirectX / OpenGL
- Experience working with 3D content authoring (3D Studio MAX).
- Server administration experience with numerous services including but not limited to: OpenLDAP, Postfix, DHCP, DNS, SSH, Apache, MySQL, PHP, Linux, IP, IIS, Windows Server 2003.
- Highly skilled with many common Office applications (e.g. MS Office)

## Awards received

BSc (Hons.) Games Computing (Software Development)	1 <sup>st</sup> 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

<b>Work experience</b>	06/2006 –	SCEE, Cambridge, Cambridgeshire
	<b>Junior Programmer/Programmer</b>	
	<ul style="list-style-type: none"> <li>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.</li> <li>During this time I have mainly been working on projects to assist with the game localisation process, where I have had to fulfil a number of roles as the team was quite small.</li> </ul>	
	11/2005 –	Google Inc., Mountain View, CA, USA
	<b>Quality Rater - UK</b>	
	<ul style="list-style-type: none"> <li>My role consists of ranking and 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 use my excellent researching skills along with the ability to analyse unfamiliar topics quickly and accurately.</li> </ul>	
	09/2005 – 06/2006	CEX Ltd., Watford, Hertfordshire
	<b>Returns Assistant</b>	
	<ul style="list-style-type: none"> <li>I was responsible for processing returned stock and repairing or dispatching to external repair facilities said stock. These items covered CEX's range of goods, including 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 the movement of the normal flow of stock through the warehouse.</li> </ul>	
	09/2004 –	Self Employed, Bushey, Hertfordshire
	<b>Jamie Thompson IT services</b>	
	<ul style="list-style-type: none"> <li>I have provided technical support and PC repair services to residential clients; this includes developing a couple of websites. The income from these services is very modest and not sustainable in the long term, but has allowed me to continue working on a number of avenues of further personal research topics (i.e. XML/XSL, SQL, PHP, LDAP, Linux, C++ game engine development, etc).</li> </ul>	
	10/2000 – 08/2001	Clientlogic, Watford, Hertfordshire
	<b>Sony Customer Care Agent</b>	
	<ul style="list-style-type: none"> <li>My role involved providing excellent customer care services over the telephone on a variety of issues that related to Sony's products.</li> <li>Whilst in this role I became responsible for the development and maintenance of the pan European (and multi-language) playstation.com internal help system (the "knowledge base"), which I rebuilt from its original form using HTML and CSS. I also became responsible for handling feedback from the users of the system as well as training them on its usage.</li> </ul>	

<b>Interests and activities</b>	<ul style="list-style-type: none"> <li>Cross-platform programming (with particular interest in C++)</li> <li>General computing issues</li> <li>Gaming</li> <li>Drawing and some 3D modelling</li> <li>Current affairs (particularly in the area of intellectual property)</li> <li>Japanese culture</li> </ul>
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<b>References</b>	Available on request.
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