Abbas Razzaq   Portfolio - http://playwaves.org

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Profile:

I am a programmer with **8 years experience** of tackling many new technologies and algorithms, and of delivering software to clients. At university I started with videogame technology, implemented in **low-level code** for optimal performance. I moved onto **.NET** development in my first job to create enterprise software to tight deadlines, both within small and large teams. Most recently, I have combined low-level programming with integrating existing tools to develop my own **commercial independent videogame**.

Skills Summary:

- Strong object-oriented and procedural programming experience with **C++, C and C#**.
- Broad UI programming experience with **Win32, MFC, Windows Forms** and **ASP.NET**.
- Comfortable with **multi-threaded** real-time applications.
- Experienced with graphical programming using **OpenGL**.
- Strong backend development experience with **SQL Server, PowerShell and Web Services**.

Employment History:

Play Waves

Independent Developer   *August 2013 – March 2016*

- Developed and shipped a commercial videogame for **PC and iOS** called Norna.
- Carried out all aspects of game development: programming, game design, art, audio, and testing.
- Used C++, and integrated **cross-platform libraries** such as OpenGL, SDL2, and FreeType2.
- Tackled several technical challenges including multi-threading for carrying out audio streaming, graphical effects for lighting and bloom, and **optimization** for mobile devices.
- First developed a PC version, then **ported** to iPad and iPhone.
- Learnt what it takes to stay motivated whilst developing and polishing a large, robust, and optimal piece of software.

BTL Group Ltd

Software Developer   *September 2010 – August 2013*

- Developed many **bespoke tools**, and employed fixes and improvements to the existing product line.
- Used ASP.NET, SQL Server and multi-threaded **Windows Services** to create websites with **complex back ends**.
- Analyzed and optimized **stored procedures** for efficient database querying and manipulation.
- Used **Windows Forms** to create desktop tools designed to help productivity.
- Working with a **designer and database admin, and interfacing with clients,** delivered websites that met functional and aesthetic specs.
- Learnt **PowerShell and automated unit testing**, and utilized them in bespoke tools, to give them unique functionality, and to ensure robustness in the face of limited testing resources.

Education:

University of Derby (2006 – 2010)

BSc Computer Games Programming (2:2)

- o In the first year we used C# to create videogames and to explore programming concepts such as object-oriented programming and **data structures**. We were also introduced to scripting languages such as **Python** and **Perl**.
- o During the second year we used C and C++ to develop **graphics and A.I.** projects, and tackled larger pieces of software **within a team**. We also broadened our development experience into mobile development using **J2ME**.
- o The third year was a **placement year** within the games industry, where I worked as a technical designer for a commercial game.
- o In the final year, we took what we had learnt and developed more advanced graphics and A.I. technical demos, and broadened our knowledge further with network programming using **Java**.

Belle Vue Boys Sixth Form (2004 – 2006)

A Level English Language (B), Maths (C), History (C). AS Level Physics (C).

Belle Vue Boys Secondary School (2002 – 2004)

8 GCSE A* - C grades, including an A* in English and a B in Maths.

Hobbies and interests:

In my spare time I enjoy developing videogames. This involves experimenting with ideas using C++ to create prototypes, and playtesting them with my friends. I also enjoy watching programming videos that involve someone programming an application from scratch, so that I can learn the low-level ideas that go into different types of applications.

References:

Andrew Dodds

BTL Group Ltd – HR Manager

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