Philip Conroy

D.O.B: 20th May 1986
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Self-motivated programmer. Able to work both individually and as part of a team. Can work well under pressure and is able to meet deadlines. Produces work to a high standard. Quiet but friendly and has a good sense of humour.

Education

2011-Current   **BSc Mathematics, Open University**

Currently studying level 3 modules and have distinctions in all level 2 modules. Current Statement of Academic Record available on request.

Modules include: Pure Mathematics, Mathematical methods, models and modelling, Graphs, networks and design, Mathematical methods and fluid mechanics.

2004 – 2007   **BSc Computer Games Science, University of Teesside (2:1)**

Course aimed at teaching the main areas specific to games, including commonly used APIs such as OpenGL and Direct3D.

Final year project titled "Procedural Generation of Environments for use in Real-Time Applications" looked into procedural generation in games. A plug-in for Softimage XSI was produced using the C++ API to generate a forest like environment (terrain and trees) suitable for games and other real-time applications.

Modules include: C/C++ Programming, Graphical Mathematics, Algorithms and Data Structures, Games Technology, Principles of Computer Graphics, Rendering, Real-Time Graphics, Games Physics, Game Development.

1997 – 2004   **Sutton High Sports College, St Helens**

3 A levels: Mathematics, ICT, Biology.
2 AS levels: French, General Studies.

GCSE: 9 GCSEs all A*-C

Experience

August 2008 – Current – Programmer – Stainless Games

Work has included both gameplay and also tool and technology programming, from working on 3ds Max plugins or other internal tools to porting the internal engine to new platforms, including completely writing the OpenGL ES versions 1.1, 2.0 and 3.0 implementations of the renderer for iOS and Android devices.

June 2007 – August 2008 - Technical Director – Philanthropy Studios

Work included designing and creating both gameplay and engine (inc. file handling, memory management, graphics, shaders, physics) components for a tech demo, titled 'Synthesesia', funded by the DigitalCity, which was a centrepiece of their exhibition in March 2008.

Skills

- Proficient in C/C++, using the Visual Studio, Xcode and CodeWarrior IDEs.
- Experience in using Subversion and SourceSafe.
- Creation of tools in C#.
- Experience developing for PC, Xbox One, PS4, iOS, Android and all previous generation consoles.
- Experience with both Direct3D and OpenGL, HLSL and GLSL.
- Basic knowledge of other languages, including Objective C, Lua, Python and PHP.
- Can adapt quickly to new environments, tool-chains and engines.
- Can work well both as part of a team and individually, and can communicate ideas well both to members of the team and to non-technical employees.

Interests

Playing piano - Have achieved grade 8 with the London College of Music examining board. In the past has played at small local events for charity up to a concert hall holding over 1000 people.
Also enjoy playing badminton and basketball.

References

References are available upon request.