

Joseph Bain

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<http://adam-a.co.uk/>
<http://ohgames.co.uk/>

A first class honours graduate from a top ten university. Two years broad experience in video games and web technology. An intelligent, creative and hardworking individual.

Employment

Openbet Ltd., London

Software Developer

07.2010
to
present

Implementing online casino games following specifications from customers. Developing Flash based games in ActionScript, working closely with designers and artists to a mixture of internal and external specifications.

Worked on the company's proprietary server (Java, Tomcat) implementing new game types.

Used an Informix SQL database and Ruby for data generation, gained experience with CVS and SVN as well as use of the Ant build system.

Realtime Worlds Ltd., Dundee

Jnr. Software Engineer in Test

09.2009
to
06.2010

Created and maintained unit tests and high level automated tests for a large computer game project. Advised and assisted colleagues in writing tests and testable code. Heavily used NUnit and RhinoMocks.

Developed a tool (WinForms and C# in Visual Studio) for manipulating in-game lighting and generating day-night cycles, working closely with artists to specify features and improve the tool.

Also gained experience using Perforce, NAnt, Jira (for ticketing and issues) and working with Scrum and agile development practices.

Education **University of Edinburgh**

09.2005 to 07.2009 BSc (Hons), Artificial Intelligence and Computer Science (First class)
With courses including Human Computer Interaction (A), Computer Graphics (A), Computer Animation and Visualisation (A).

Other

A levels: Maths (B), English Literature (A), Philosophy (B)

AS levels: Media Studies (B)

GCSE's: 2 A*'s, 3 A's, 4 B's

Personal Projects

Kaptilo

<http://kaptilo.com>

Maze based 2d puzzle game for Android. Written in Java and using OpenGL, development done in Eclipse and used git for version control. Worked closely with an external artist.

Zoobabies

<http://adam-a.co.uk/?p=zoobabies>

3D puzzle/exploration game, written in C++ and Lua (via Luabind) and using OpenGL for graphics and SDL for audio and windowing. The build system is Make based.

Simple Sampler

<http://adam-a.co.uk/?p=sampler>

A music sampling and playback program for realtime musical performance, written in C++ with a gui in GTK and OpenGL and configuration in XML. Developed on Linux, using JACK for the audio interface and MIDI for hardware connection.

Adam Adamant Website

<http://adam-a.co.uk/>

My personal home page for showing my music and other personal projects. Hand written HTML and CSS templates, pages generated by PHP and dynamic elements with Javascript. There is a MySQL database for the blog and comment system.