

Colin J. Riley

CURRICULUM VITAE

t: [REDACTED] m: [REDACTED] e: colin@colsoft.biz dob: 17/08/1984

Profile

A creative, hard working individual who working as one or within a team strives for perfection in his work. Maintains an acute attention to detail and the ability to learn new technologies quickly. Excellent communication skills, acquired over the years when dealing with prospective clients whilst doing freelance work, and facilitating refresher-style programming sessions at the University of Glasgow.

Skills

Languages: Proficient in Java, C++, C, PHP and ada95

Technologies: OpenGL, OpenAL, GLSL, Visual Studio, Source Control(CVS, SVN), Eclipse, jMock, junit, LaTeX, X(HT)ML, CSS, Java RMI. Experienced in both Win32 and Linux development environments.

Achievements

- Studying id Software's Quake III® Geometry format and *OpenGL API* specifications to the point where I was able to develop an object orientated *OpenGL* 3D engine in C++. With a fully scriptable user interface, GLSL enabled shaders and a decoupled game/logic code library. The engine, named Albatros, is available from <http://albatros.colsoft.biz> along with an open source SDK for game creation on the it's framework.
- Developing as part of a worldwide team, a multiplayer Total Modification for the popular Return to Castle Wolfenstein PC game called 'Wolf Tactics'. This was a great opportunity for me to utilise my skills in an area that would be seen and appreciated by people worldwide. My role was Lead User Interface and also Level Designer, using provided engine tools.
- Completing a summer internship with the largest independent software house in Scotland. I wrote tools and utilities to help the testing team test unit-scale functionality written on top of their process management framework. It was found that by determining at build-time the side-effects on client code upon changes to the framework - instead of after test runs or deployment problems - time and money could be saved.

Education

2002 – present **The University of Glasgow, Scotland**

Currently studying my 4th year for an honours degree in Software Engineering, studying courses in Computer Architecture, Distributed Systems, Synthetic Graphics, Internet Technology, Software Engineering Processes, Compilers, and Security and Cryptography.

My individual project for this year revolves around designing and implementing a distributed system for emulating arbitrary system architectures from individual components. The component semantics are implemented in Java using a base component framework. The whole system uses the Java RMI mechanism and aims to give me a fundamental knowledge of distributed computing along with a detailed insight into computer hardware. A website giving more detail into the project is available on my university web site, located at <http://www.dcs.gla.ac.uk/~rileyc>.

1996-2002 **Marr College, Troon, Scotland**

I received many End of Year Merit awards for Computing, Technological Studies and Physics. I was also a Supported Study helper for 2nd year mathematics pupils.

Highers: Mathematics (A), Computing (A), Chemistry (A), Physics (A), English (B), Information Systems (C), Mathematics Advanced Higher (C)

Career History

Software Engineer

Graham Technology PLC.

June – September 2005

I worked as a java developer for Graham Technology. My task was to write a scriptable client for testing client side data of their process management software, GT-X. After creating the client, I proceeded to add a full graphical debugger with statistical data collection and a utility to dynamically create the textual scripts. Whilst at GT I used a Test Driven Development methodology and, after initial scepticism about the concept, found it very valuable in diagnosing problems not only at functionality level but also with the overall design of the system. Whilst at GT I gained insight into how a real company operates within its several departments – deadlines, support processes and communication techniques.

Peer Assisted Learning Facilitator *The University of Glasgow* 2003 - Present

The Student Network of the University of Glasgow introduced a PAL (Peer Assisted Learning) initiative in 2003 for the Department of Computing Science. Being a Facilitator I was put in a position where my experience would prove invaluable to younger students. Through being a PAL facilitator, I improved my critical thinking, communication skills and organisational abilities. From September 2005 I am now involved in the Level 2 Accelerator Programme which aims to help those gaining a C grade or below in level 1 programming in their progression towards possible entry into the level 3 course.

Website Developer *Freelance* 1997 - Present

I am currently self employed as a freelance website developer, with a portfolio spanning more than ten sites. Catering for the smallest businesses which want a web presence, but not that much in the way of e-commerce I start by communicating with clients on what they wish to achieve on the internet and what is to be expected. Moving on from that my roles included developing necessary code to incorporate website fully to a design plan and publishing the finished product on a global scale - managing them throughout their lifetime. I also need to keep my company accounts up to date, calculate my own tax returns, create legally-binding customer contracts and have a professional attitude towards paying clients.

Summer Research Internship *The University of Glasgow* July - September 2004

I was chosen to participate in an ongoing EPSRC funded research project within the Department of Computing Science at the University of Glasgow. The aim of the project, entitled "Programming Concepts", is to introduce the key concepts, ideas, and techniques of software engineers into the late primary/early secondary classroom instead of the usual IT skills. Working as a group of five, we were to produce teaching materials designed for the classroom age of 10-12, and without the need of computers. This was a sizable task, and required me to learn many new concepts yet to be demonstrated to my university level within a few weeks. While doing this I discovered many new skills, such as the ability to take and give out constructive criticism of work, and communicate with those in a vastly different age group.

Lead User Interface Designer *Wolftactics Development Team* 2002 - 2003

My first significant attempt at game design. I was invited to join the development team as a level designer for the Wolftactics Return to castle wolfenstein total-conversion in early 2003, and proceeded to develop three multiplayer maps, one of which was designed collaboratively. All three were released with the game. I was made Lead UI after initial discussions and after presenting the project lead with a concept prototype which fitted nicely in with the game theme, and the kind of game interfaces which were common at the time. This game received critical acclaim in PC Gamer and PC Format - gaining a Gold award and a rating of 90%.

Junior Support Staff *Sodexho Prestige, JJInns Ltd.* 2000 - 2003

- Working as a team to ensure catering outlets and bars are adequately stocked for business.
- Ability to quickly resupply stock to busiest bars, keeping updated stock counts.
- Programming of Electronic Tills, and the use of these tills in serving customers.

Interests

- Keen bass guitarist, with a love of many genres of music.
- Computer Games - the development of and of course the playing.
- Socialising with friends.
- Amateur Astronomy.

References

Neil Eades
Graham Technology plc
India of Inchinnan,
Renfrewshire,
Scotland,
PA4 9LH

t: 0141 533 4016

e: neil.eades@grahamtechnology.com

Nick Smalley
Westward Media Limited
3 Five Roads,
Kilwinning,
Ayrshire,
UK, KA13 7JX

t: 01294 550791

e: nicksmalley@btopenworld.com

Dr Peter Dickman
Dept. of Computing Science
University of Glasgow
University Avenue
Glasgow
UK, G12 8QQ

t: 0141 330 4946

e: pd@dcs.gla.ac.uk

Online portfolio of works available at <http://www.colsoft.biz>