

CONTACT	25 Churchill Terrace Chipping Norton Oxon OX7 5HS	<i>Mobile:</i> (+44) 7967 263882 <i>Telephone:</i> (+44) 1608 644327 <i>Email:</i> jamiebayne@hotmail.com <i>Web:</i> http://jamiebayne.co.uk
PROFILE	I am a Physics graduate with a particular interest in material physics, computer simulation, modern 3D graphics, and digital signal and multimedia processing. I have five years' programming experience and have been developing video games since 2011.	
EDUCATION	MSc Computer Science , <i>University of Warwick</i> , Coventry	September 2014 to present
	BSc Physics , <i>University of Warwick</i> , Coventry	September 2011 to July 2014
	<ul style="list-style-type: none"> • 2:1 	
	A-Levels , <i>Chipping Norton School</i> , Chipping Norton	September 2009 to June 2011
	<ul style="list-style-type: none"> • Mathematics – A* • Further Mathematics – A • Physics – B • Chemistry (AS) – B 	
TECHNICAL SKILLS	Programming: <ul style="list-style-type: none"> • Fluent in C++, C, ActionScript • Proficient with Haskell, Python, R, MATLAB, JavaScript, bash and others • HTML, CSS, L^AT_EX Desktop Editing and Productivity Software: <ul style="list-style-type: none"> • Vim, Visual Studio, Eclipse, NetBeans • GIMP, Photoshop, Illustrator Operating Systems: <ul style="list-style-type: none"> • GNU/Linux and other UNIX variants, Microsoft Windows • Eight years' experience administering Linux systems. Other: <ul style="list-style-type: none"> • Basic Electronics and LabVIEW • Formal Specification: the B method 	
PERSONAL PROJECTS	Over 20 Game Projects	2011 to present
	<ul style="list-style-type: none"> • I have developed games in C++, Python, JavaScript and ActionScript, using variety of libraries and tools including OpenGL 4.2. • Portfolio available at http://jamiebayne.co.uk/games 	
	Tank	February 2013 to present
	<ul style="list-style-type: none"> • Designed and implemented cross-platform 2D game engine in C++. • Currently lead development team of three people as project manager and lead programmer. 	
	Personal Blog	2006 to 2010
	<ul style="list-style-type: none"> • Created and maintained bespoke content management system supporting multiple users, user submissions and comments with PHP, MySQL, and JavaScript. 	

EMPLOYMENT **Software Testing, LO-Q**, Henley on Thames June 2008

- Tested touch-screen interfaces and queuing software. Wrote T-SOL queries to collate logged usage data from amusement-park installations.

ORGANISATIONS **Warwick Game Design Society**

Member

- Frequently compete in speed-programming and accelerated game-development competitions in teams of two to four, including inter-university and international competitions.
- Taught C++ and game-programming workshops.
- Delivered talk on accessibility and inclusive design (available: <http://jamiebayne.co.uk/talks/aiig.pdf>)

Webmaster

- Created new society website.
- Organised competitions and other society events.
- Organised conference trip, including contacting organisers for bulk discount and arranging transportation.
- Sent numerous society newsletters, managed social media.

OTHER INTERESTS Music composition, writing, climbing, philosophy, literature, mathematics

REFERENCES Available upon request