

Curriculum Vitae: Michael Stowell

Michael Stowell
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Email: mike@rookie3.co.uk

Portfolio: <http://stowelly.co.uk/>

Date of Birth: 22/07/1984

Available for work: June 2008

Profile

I am a hard working, confident C++ programmer looking to further my career within the games industry as a programmer. I am self motivated and a fast learner. I constantly strive to improve, I am driven by success and employ an iterative approach to my work, thus achieving my goals.

Key Skills

- Strong C++ experience (7 years)
- Good Physics and Maths
- Extensive working knowledge of DirectX
- Understanding of a multitude of graphical / mechanical techniques (2D and 3D)
- Linux and programming for Linux
- Windows and programming for Windows
- Knowledge of PS3 and Cell architecture
- Basic working knowledge of OpenGL, SDL, GLSL, and HLSL

Education

- 2006 – 2008 - The University of Bolton
(BSC) Computer Games Software Development , Expectant grade: 2:1.
Modules including: Software engineering, Maths, Physics, Multi threaded processing, AI, and 3D rendering techniques.
- 2002 – 2004 - The University of Bolton
(BSC) Leisure Computing Technologies – Took some time out for personal development
- 2000-2002 - Lewes Tertiary College
(AVCE) Advanced ICT Double Award – BB
(A/S) Computing - B
(AVCE) Business studies – Half Award – C
- 1995 -2000 - Tideway School Newhaven
9 GCSE's A – C

Employment history

- Jul 07 – Sep 07 - Quality Assurance Technician - Sega of Europe
Universe at War on PC
Functionality Testing
TCR / TRC Testing
Regression Testing
- Sep 05 – Jul 07 - Sales Assistant - Gamestation
Custom Service (advising hardware / software purchases)
Occasional management duties
Deliveries and Stock control
- Oct 04 – Sep 05

Worked a variety of temporary factory / bar jobs whilst working on my portfolio

- Aug 04 – Oct 04 - Quality Assurance Technician - Zoo Digital
Pool Shark 2 on PS2, Xbox and PC
Functionality Testing
TCR / TRC Testing
Regression Testing

Previous and current personal projects

All projects and development blog available at: <http://stowelly.co.uk/>

- Currently working on a multi threaded wave simulation project using Sony's Playstation 3 and its Cell processor via Linux using IBM's Cell SDK.
- Currently working on a 3D game using a combination of my own engine and Ogre 3D
- Developed a DirectX 9 based game engine
- Worked extensively with Newton Game Dynamics physics API
- Have worked on a number of small 2D projects using the Windows API and SDL.
- Developed a Breakout clone using XNA and C# for the Xbox 360
- I have also spent some time experimenting with PS2, GBA and DS and Xbox home-brew development

Interests

- DJ'ing & Music Production
- Console & PC Gaming, avid FPS and RTS player
- Films & Comedy particularly British made

'References available upon request'.