

# Alexander Brook Perry

## Curriculum vitae

### ABOUT

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Talented programmer pursuing a career in the games industry. I pick up technologies quickly and have knowledge of many areas in game development from artificial intelligence to physics and rendering.

### WORK EXPERIENCE

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2008 – 2012

Freelance

#### Web Developer

Worked for many years as a freelance web developer. Experience predominantly with PHP/MySQL systems and front end development with HTML/CSS/JS. My expertise lie with Linux/Apache platforms however I am familiar with alternative such as IIS.

2009 – 2011

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#### System Administrator

Managed a Windows Domain Controller. Implemented several security policies and general network tasks such as deploying printers and resetting passwords.

#### Non-Technical Jobs

Assistant Manager at The Dorallt Inn, Bartender at The Spice of Life, Student Ambassador and Tour Guide at the University of Bath.

### EDUCATION

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2015 **BSc (hons) Computer Science**  
*University of Bath*

2011 **A-levels: A\*, A, B, C**  
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### MODULES

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- Principles of Programming, Computer Systems Architecture, Discrete Maths for Computation, Analytical Maths for Computation, Software Systems Engineering.
- Foundations of Computation, Advanced Programming Principles, Software Systems Development, Designing Interactive Systems, Fundamentals of Computer Graphics, Fundamentals of Pattern Analysis.
- Parallel Computing, Intelligent Agents, Networking, Computer Algebra, Advanced Computer Graphics, Computer Vision, Cognitive Agents.
- Dissertation “*Connecting Devices in Augmented Reality Systems*”

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### SOFTWARE SKILLS

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PROFICIENT C/C++, Java, Scala, PHP, HTML, CSS, JS, SQL.

INTERMEDIATE GPU Programming (GLSL, OpenCL), Lua, Bash, Lisp, and similar functional languages.

TOOLS Blender, Unity, Unreal Engine, Git, Build Systems (Make, CMake, Gradle).

### PUBLIC PROJECTS

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2015 **Voxel-Engine**  
([github.com/alexgeek/Efficiency](https://github.com/alexgeek/Efficiency))  
*Engine code written in C++, scripting in Lua and rendering with GLSL. Uses instancing and hashmaps to efficiently render voxels that have been hashed into chunks.*

2015 **GPU-Ray-Tracer**  
([github.com/alexgeek/gpu-raytracer](https://github.com/alexgeek/gpu-raytracer))  
*A SIMD per-pixel ray tracer written in OpenCL.*

2014 **Approximation-by-Relaxation**  
([github.com/alexgeek/relaxation](https://github.com/alexgeek/relaxation))  
*Parallel algorithm written in C for supercomputers. Includes bash test scripts.*

2013 **Algebra-Calculator**  
([github.com/alexgeek/Lisp-Expressions](https://github.com/alexgeek/Lisp-Expressions))  
*A function polynomial algebra calculator in Lisp.*

### INTERESTS

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I enjoy a variety of games though in particular strategic and building games such as Civilisation and Minecraft. Further to my passion for games I enjoy good TV, comedy, and theatre.

### COMMUNICATION SKILLS

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Native English speaker with basic Welsh and Japanese skills.