

Rory King

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I am a meticulous worker who engages effectively with projects and clients. I strive for perfection and my dedication to work is unfaltering from start to finish. I have produced large scale production systems, managed communities with thousands of members, and had my work recognised by a multinational gaming company.

My current goals are: to expand my portfolio with the experience that working in a diverse company culture brings and to continue to further my passion and knowledge for software development of all kinds.

EDUCATION

Sept 2013-July 2016	BSc	Computer Science (1 st Expected)	University Of Hull
August 2013	A-Level	Computing, Physics, Maths (A, C, D)	St. Bede's Senior School
August 2011	GCSE	Maths, English, Physics & 5 more...	St. Bede's Senior School

TECHNICAL SKILLS

- C#
- JavaScript
- PHP
- C++
- SQL
- git
- Python
- Bash
- HTML5
- CSS
- Node.js
- JQuery
- Windows
- Linux
- Audio Processing

PERSONAL PROJECTS

Heatmaps.tf August 2014

Website created using **HTML5** technologies with a **Node.js** backend API that aggregates gameplay data from various partner servers and displays the data in a unique and useful way to assist level designers make data-driven decisions for changes in their maps.

TF2Maps.net Staff 2013-Present

As a volunteer staff member at TF2Maps.net, I have managed the site's European operations, designed bespoke software to automate common workflows for other staff and served as the go-to for any technical queries or problems.

Spock September 2013

Emulated client (bot) for the popular group VOIP program: Mumble. Built using **C++**, **Python**, and **JavaScript** as a part time hobby, it is perhaps the most advanced bot made for the Mumble platform with the ability to stream music from arbitrary sources such as SoundCloud, YouTube and Spotify.

Projectile Simulator May 2013

An **HTML5** game developed for A2 Mathematics students as part of my Computing coursework. The coursework specification was very stringent that proper software development lifecycles be used, resulting in a 90 page document containing analysis of existing systems, design specifications, testing plans and retrospectives.

DayZ Bliss August 2012

Open source server for the popular zombie survival game *DayZ* – I was an official maintainer and worked on a full redesign of their **SQL** Schema, resulting in 60% load improvements. I also created development tools for the project in **Perl**.

TF2 Feedback

November 2010

Evolved from a proof of concept built over the course of a weekend. TF2 Feedback is a unique system for Valve Software's *Team Fortress 2* built in **PHP** and **SourcePawn** that collects feedback from players during playtests for upcoming maps. Authors can then view the feedback along with associated metadata. The project has been used in the creation of over 4,000 maps and received numerous accolades: most notably from Valve Software and TF2Maps.net.

TF2 PropHunt

August 2009

Built as a collaboration between myself and Luke Foreman and developed in **SourcePawn** and **PHP**. PropHunt is a custom game mode for *Team Fortress 2* with over 450,000 players. It achieved worldwide success with a partner network expanding 5 continents. My primary roles were to liaise with our partners, design of the global statistics system and keep game balance in check.

UNIVERSITY MODULES

2nd Year

2D Graphics and User Interfaces – 94%

Studied 2D Graphics principles with specific applications with the APIs in **HTML5** and created a fault tree viewer in **JavaScript**.

Advanced Programming

Identified advanced programming paradigms in **C++** and how to implement them, while also being educated on their translations to **x86 Assembly**.

Electronics & Interfacing

Applied core electronics principles while using the **Arduino** platform to create an embedded robotic system in **C++** capable of autonomous navigation.

Networking & Web Technologies

Learning about the key concepts of networking, networking architectures and topologies, and technologies used in the construction of the World Wide Web.

Simulation & 3D Graphics

Developing an understanding of the limitations and applications of computational model while using **C#** and **OpenGL** to create an advanced rigid-body physics simulation.

Systems Analysis, Design and Process – 68%

Utilising proper software development methodologies to model a complex problem and collaborating with an end-user to design and implement an application as part of a team.

1st Year

Programming I – 94%

This module taught entry level programming in **C#**, core concepts and algorithms, and the use of Visual Studio as a development environment

Programming II – 93%

A follow on from Programming I this module continued to expand upon basic algorithms, common paradigms, and use of object orientated programming.

IT & Professional Skills – 85%

Use of common business applications in Information Technology and applying knowledge of key ethical, legal and social issues in the field of computing.

Software Engineering & HCI – 78%

Learned fundamental concepts of software engineering, human computer interaction and techniques for applying problem solving strategies when designing software in a team of colleagues.

Computer Systems – 77%

Studied principles of computer systems, how computers have developed over the years and how operating systems create a layer of abstraction between the user and the hardware.

Games Development Studies – 62%

Learned how culture affects the production of video games and the challenges involved in producing them while working with a team to develop a simple game in Stencyl.