Rory King

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I am a meticulous worker who engages with their 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.

EDUCATION

July 2016	**BSc**	Computer Science (1st Expected)	**University Of Hull**
August 2013	**A-Level**	Computing, Physics, Maths (A, C, D)	**St. Bede's Senior School**
August 2011	**GCSE**	8 A*-B grades	**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 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.

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

TF2 Feedback is a unique system for *Team Fortress 2* built in **PHP** and **SourcePawn** that collects player's feedback. 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 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.