

Curriculum Vitae

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Personal Profile:

I am an experienced C++ programmer with a very diverse range of skills from Self-Taught Digital Signal Processing, 3D Graphics and Networking to name a few. I'm always keen to broaden my horizon and take to new concepts with exuberance. I have a very good understanding of what is required to write portable code.

5 Years Educational Experience in Object-Oriented C++.

2 Years Educational Experience in Autodesk 3D Studio Max, Autodesk Mudbox, Adobe Photoshop and the Macromedia Suite.

Brief Skills Breakdown:

OpenGL, DirectX 9, DirectX 10, HLSL, PhysX, Bullet Physics, Win32 GDI, Win32 API, WxWidgets, OpenAL, FMOD, PortAudio, WinMM, Winsock, WinINET.

Future Objectives:

I would like to see myself improving my knowledge base of programming techniques and expanding into new areas of expertise. I would like to work in a team with productive and hard working developers that are as passionate as I am. I see myself as a leader, I like to make things happen.

Educational Qualifications & Achievements:

BSc Hons:

Teesside Uni. Computer Games Science
I studied Algorithms & Data Structures, 3D Graphics Programming, 3D Shader Programming and Animation & Simulation Programming.

BTEC National Diploma

Games Development, Wiltshire College -> Distinction, Distinction, Merit
I was taught C++ programming with graphical math, 3D modelling, and Animation.

Personal Interests & Hobbies:

Electronic Music, Painting & Art, Eating out, Reading, Biology and Programming.

Previous Employment:

I've been a hobby programmer from a young age, creating my first real marks around 14 years of age. Windows UI programming is my second nature and at the very base of my abilities.

Right after university I went straight into freelance and moved into my first very own well maintained two bedroom house, some of the projects I have worked on from June up until now are as follows:

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VST Rompler Synthesizer – I was approached by DJ Alex K to produce this synthesizer plugin, it shows good use of Windows GDI and for this project I wrote my own 2D graphics engine for portability reasons. I also had to produce a security system to prevent piracy where I developed a reliable machine ID generation algorithm (Source Code: [On Request](#), [C++](#), [Windows GDI](#), [Steinberg VST SDK](#))

Transparent Proxy Server Daemon – I was approached by Georg Holding GmbH to produce server software in C++ that manages proxy connections from clients, the data is cleaned up to look 'transparent' so that the destination website cannot tell the user is connecting via a proxy server. I used Winsock with windows threads, dealt with SSL, a lot of raw string parsing, was hard work but enjoyed it thoroughly! ([C++](#), [Winsock](#))

IPhone/iPad Game - Georg Holding GmbH where impressed with my work so they asked me to work on an iPhone game which uses OpenGL ES, I can't say too much as it's yet to be released but I could possibly send some code and or graphics. ([C++](#), [OpenGL ES](#))

Out of education Achievements:

(2003) **Alkatraz** – Well this was my first real attempt at indenting the public, I played Habbo Hotel at this time and wished to re-create something similar based on my boyish fantasies of breaking out of the infamous Alcatraz Prison! Multi-user chat game, networked to a central server. (On my portfolio site) (Language: [Visual Basic 6](#), [Winsock](#))

(2008) **Trax** – For my Final Major Project whilst at Wiltshire College I produced this unique and original puzzle game which is aimed to build problem solving and cognitive skills, I also designed it with a user interface that used graphics in such a way that anyone from any language could play the game, the game never uses any language specific characters or words. In hind sight, there was room for improvement in that area. (On my portfolio site) (Language: [C++](#), [SDL](#), [zlib](#))

(2011) **3D Racing Game** – For my final year team project at Teesside University I was the lead programmer & director in this game producing the 3D renderer, scene node graph, artist utilities and exporters, bullet physics implementation, and more. (Source & Video on Website) (Language: [C++](#), [DirectX 9](#), [HLSL](#), [Bullet Physics](#))

(2011) **Touch Surface Technology** – I had a passion to create an innovative new way to interface with computers and this was to use Trilateration to locate the origin of people touching a surface from the vibration the contact with the surface made. This had advantages over camera based methods which are common place such as being able to detect the force at which a surface is touched, any surface that carries vibrations can be used, and any size surface can be used without worrying about blocking the view of any camera equipment when using it. This project was entered into Teesside's Expo Tees end of year gallery which demonstrates some of the best creative projects of the academic year where I was lucky enough to get media exposure making the headlines! (Source & Video on Website, Media Exposure: <http://www.newmedianow.co.uk/2011/04/08/north-east-digital-future-in-good-hands/>) (Language: [C++](#), [PortAudio](#), [SDL](#))

References:

Available on request.