

# Curriculum Vitae

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## Personal Profile:

I am an experienced C++ programmer; I started programming at thirteen and worked my way from C to C++ with various other languages touched upon in-between.

1 Year Educational Experience in both Visual Basic 6 and Autodesk Maya 2008.

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

2 Years Educational Experience in Autodesk 3D Studio Max, Autodesk Mudbox, Adobe Photoshop and the Macromedia 8 Suite.

## Future Objectives:

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

## Educational Qualifications & Achievements:

### BSc Hons:

Teesside Uni. Computer Games Science Yr. 2  
*I study Algorithms & Data Structures, Games Programming, 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.*

### GNVQ Intermediate

ICT -> MERIT  
MATHS -> PASS

## Work Experience:

Middle Earth & Harlequin Games Play By Mail (PBM) Companies (2004)

## Personal Interests & Hobbies:

Electronic Music, Painting, Eating out, Reading, Gardening and Programming.

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## Out of education Achievements:

(2007) **Half-Life 2 Mods** – I have experience working with the Source Engine and have produced two modifications. (Web: <http://www.mrpuzzle.org/>) (Language: C++, Source Engine SDK)

(2008) **Orbup (GP2X Handheld)** – This is an original puzzle game concept that I developed in college (Web: <http://www.mrpuzzle.org/>) (Language: C++, SDL, zlib)

(2008) **PAC Engine** – I developed an object-oriented point and click game engine for Darren Otterwell's Final Major Project; Rogues Mine. Comes with documentation and support for developing with the engine. (Language: C++, SDL)

(2008) **Trax** – For my Final Major Project whilst at Wiltshire College I produced this puzzle game, which uses slide-puzzle mechanics to manipulate a grid of pipe-tiles; the game is aimed to improve problem solving skills and cognitive functions in an environment that is independent of specific languages. (Web: <http://www.traxpuzzle.co.uk/>) (Language: C++, SDL, zlib)

(2009) **Mushroom Roulette** – Over the summer this year I remade a game I had originally developed in 2007 due to the recent developer preview of the Antix Game Player. The game is targeted at mobile devices and has been compiled to a wide range of other platforms. (Web: <http://www.mushroomroulette.com/>) (Language: C++, SDL)

(2009) **Modular Synthesizer** – During the summer this year I developed an interest in sound synthesis and as a result I programmed my own additive oscillators and graphical modular interface using vector graphics allowing it to be scaled to any screen dimensions. (Language: C++, SDL, Freetype)

(2010) **Borg ER1** – I reverse engineered the Korg ER-1 Rhythm Synthesizer and programmed it as a software application, I created a user interface with turn dials and oscilloscope and a set of oscillators for synthesising sound LFO, Wave Table, Anti-Aliased, etc. (Language: C++, SDL)

(2010) **GS2** – This is a 3D game project I worked on for university using DirectX 9, I have used SIMD Intrinsic operations to speed up vector functions, dynamically generated terrain, scene node graph, content management system, OpenAL sound system, basic physics, dynamic sound synthesis, etc. (Language: C++, SDL, DirectX 9, OpenAL)

## References:

Available on request.