

# Jamie Pollard – Software Developer

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**Address:** Flat 5, 12 Rydal Road  
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London,  
SW16 1QN

**DOB:** 13/01/1986

**Education:** **2004 – 2008 Northumbria University**  
**First Class BSc (Hons) Computer Games Software Engineering**

**2002 - 2004 Heworth Grange Comprehensive School**

*(A-Levels)*

I.C.T	A	Geography	B
Mathematics	B	(AS) Physics	B

**Employment:** **Datatrial Limited**

**Senior Software Developer**

November 2011 - Present

**Software Developer**

April 2009 – November 2011

**Duties and Responsibilities**

- Redevelopment of the company's main web application and data capture software.
- Development of web interface (HTML, CSS, Javascript, jQuery), business logic layer (C#) and data access layer (SQL Server 2008) for the above software project.
- Lead the migration of data from legacy to new applications across different database structures (SQL Server 2000 to SQL Server 2008).
- Lead the creation of tools to be used by numerous departments throughout the business, to simplify and streamline current working practices.
- Automated unit test creation (Visual Studio 2008/2010).
- Creation of specification documents / models (Interface Design, Class Design, Database Design) using UML.
- Mentoring and support of junior team members, task scheduling/work planning for the junior members of the team.

**Printmeit.com Limited – Designer / Web Developer**

June 2008 – April 2009

**Duties and Responsibilities**

- Responsible for capturing the design and development requirements of new and existing clients.
- Developed bespoke web projects for multiple organisations (PHP/MySQL).
- Developed printed media projects using the Adobe Creative Suite.
- Responsible for the creation and maintenance of the company's internal web applications (PHP / MySQL)

This position provided me with an enormous amount of understanding of running a successful business, whilst furthering my customer facing and analytical skills.

**Free Radical Design Ltd – Gameplay Scripting / Design**

August 2006 – October 2007

As part of a Year in Industry placement that made up a section of my degree, working on games

including HAZE for PlayStation3.

#### **Duties and Responsibilities**

- Responsible for creating and scripting gameplay sequences along with in game cut-scenes.
- Worked alongside the gameplay programming team I was required to implement gameplay as instructed by the Lead Designer using in-house development tools and C++.

#### **Past Projects: Zap (2011/2) – Role: Lead Programmer**

A physics based mobile game developed in C++ for Android and iOS.

#### **jamiepollard.net**

Portfolio site.

#### **itsyourbusiness.co.uk**

Development of a blog style online magazine written to experiment with Wordpress and Expression Engine content management systems.

#### **PetWars (2008/9) – Role: Gameplay Programmer**

A physics based 3D RTS created as part of a small development team. Responsible for the AI / Gamecode in the project. Written using C++ and the OGRE rendering library.

#### **Rockheads (2007/8) – Role: Lead Programmer**

A project created as part of a group for the Computer Games Software Engineering course at Northumbria University. Responsible for the majority of the engine and gamecode for this project. Uses C++ and OpenGL.

#### **eEnergy Framework (2007) – Role: Lead Programmer**

Built during my final year at university this was designed as a 3D games framework on which to build future projects. Built using C++ / OpenGL the framework also has a fully functional world editor.

#### **Skills:**

##### **Languages / APIs:**

C# (3 years)  
C++ (4 years)  
T-SQL (3 years)  
ASP.net (2 years)  
(x)HTML (5 years)  
CSS (4 years)  
JavaScript (3 years)  
jQuery (2 years)

##### **Others**

OpenGL (3 years)  
DirectX (1 year)  
VBScript (1 year)  
Various – GLSL Cg PHP MySQL

##### **Environment:**

Microsoft Visual Studio .NET (2003, 2005, 2008, 2010)  
SQL Server 2000, 2005, 2008  
Unix or Windows operating systems  
Subversion  
SourceSafe  
Adobe Creative Suite (CS3/4/5)

#### **Referees:**

Available on Request