Robin Haime

Portfolio: http://www.robhaimerepository.uk

Motivated by the desire to make the software as intuitive and responsive to the user as possible, I am always enthusiastic about improving the code. I love getting a feature to work exactly how I as a user would want it to behave. I'm also an avid bug-hunter, taking the appropriate time to track and fix them.

Skills

Languages: C++11, C, AS3, Java, C#.
Platforms: Windows, Android, Linux, iOS, Flash, PS3, Wii.
Environments: Visual Studio, FlashDevelop, XCode, IntelliJ.
Libraries: OpenGL, PhysX, QT, OpenGL ES, Direct X, JNI, XNA.
Misc: Jira, CMake, Tortoise SVN, PerForce, Mantis, Git, YouTrack.

Employment history

XPI Simulation Ltd – June 2017 – present;   Software Engineer
- Loved taking ownership of certain code to work on sometimes drastic improvements.
- Added PhysX 3 for vehicle movement and collision detection.
- Helping teach a couple of new coders.
- Made a Protocol Buffer interface to our software for the OmniCAV consortium.
- Became the AI expert, finally getting it to work smoothly and not clog.
- Improved the IO code for our various and increasing hardware options.

Sainsbury's *September 2015 – June 2017*: Customer Service Assistant.
2015: *Whistl* Mail Delivery Operative, then *Universal Extras* Movie Extra for a few weeks.

Yazino Technologies – March 2014 – November 2014;   Software Engineer
Pharaoh's Tomb Blackjack and **Slots Wheeldeal** (AS3 – Android and browsers) – March 2014 to November 2014
- Recreated, then fixed hard-to-find bugs that were previously assumed to no longer exist.
- Translated features from Objective C.
- Implemented and fixed various features; Language localisation, buddy notifications, platform-dependent popups, newly designed GUIs.

Team 17 Digital Ltd – December 2011 to December 2013;   Programmer
Worms 2: Armageddon (C++, Java - Android) – June 2013 to October 2013
- Enjoy working on platforms that are new to a company, working alongside senior programmers to develop a good understanding.
- Became the go-to man when answering questions from other programmers and writing FAQ documentation for them.

Worms 3 (C++, Java, Obj-C - iOS and Android) – March 2013 to October 2013
- Added game-play features which personalised the game to that device's market.
- Worked well in that team, knowing when to speak to colleagues to clarify features and code standards.
- Happy to stay for overtime as we concentrated on debugging, which helped me to improve my bug documenting skills, in code and in reports.

Worms on Facebook (AS3, C# - browsers and PC) – December 2011 to March 2013
- Wrote the AI on Worms on Facebook, which allowed me to explore AI programming for myself, something that I thoroughly enjoyed.
- Wrote the C# level maker for the designers.

Iguana Entertainment Ltd – July 2011 to December 2011;   Programmer
Worms on Facebook (AS3 - browsers) – September 2011 to December 2011
- Programmed the landscape deformation for AS3.
- Worked on features to gear this well-known game to a social-media market.

The Cube (C++ - PS3, Wii and 3DS) – July 2011 to September 2011
- Put in mini games according the studio's and producers' agreed specification.
- Fixed several bugs, including graphical object orientation.

Independent Dreams Ltd – September 2008 to February 2011;   Lead Programmer
Friends from university formed a start-up that I was part of in my final year of university. I worked on three games:
- Pop Fiction, a platform game with a violent fairytale twist that needed sprites to appear like part of a pop-up book (C++);
- Stream:Dual, 2D aerial-view game, with pixel-based lighting programmed to look 3D (C++);
- Tile Driver, a puzzle-based driving game that saw the user arrange road tiles to get a car from A to B. Wrote a particle system to control the tiles (C++, C#).

Manpower Limited; August 2005 to April 2009;   Temporary Worker

Personal projects

MoCap Viewer - Motion Capture data clean-up tool - C++
- Updated and utilised my own menu code for use in this and other projects.
- Wrote algorithms for detecting and keeping vertices following their correct course.
- Writing algorithms for filling in blank data.

3D Snake – C++
- Updated to share menu code framework.
- Added AI to play against.

Education
BSc in Computing Games Programming from Teesside University 2004-2009
Highlights for me were learning AI algorithms, working on a 3D adventure game for my final year project, working on multi-player (client-server) code for that game, learning to work with artists and designers that eventually led to the group that formed Independent Dreams and learning to program efficiently with limited hardware like that of the GP2X hand-held device.
GNVQ in Advanced IT from Walsall College 1998-2000

References available on request

Hobbies
I am happy to ride public transport, but given the chance I like to cycle as my own form of transport. My activities are often motivated by music (nice and loud) and I love a good TV box set (or on-demand season) or film.