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Summary

Software researcher, toolmaker and development guru able to harness new technologies while improving existing solutions, with a focus on **Windows**, **.NET** and **front-end web optimization**.

All-round developer who can **interact with users** to identify opportunities for product improvement.

Experienced tester/debugger capable of **finding and fixing issues** deep within a body of code, and able to apply **disassembly** and **reverse-engineering** techniques to solve real-world problems.

Willing to use whatever tools are necessary – from **C++** and **C#** to **VB.NET**, **VBScript** or **batch files**.

Collaborative community leader with a track record of building successful online communities from the ground up. **Expert in the use of MediaWiki**, both as a developer and editor.

Ideal Roles

- **Flexible software developer responsible for short-term projects involving research**
- **Low-level tester, debugger, troubleshooter and performance optimization specialist**
- **Compiler of online reference works, either alone or leading a community of volunteers**

Educational Qualifications and Awards

University Degree (Awarded May 2004; see end for module list)

BSc (Honours) Computer Science, First Class from the **University of Bath**

Dissertation: [*"A Scripted Sample-Based Music System for Game Environments using .NET"*](#)

A-Levels

June 2001	Maths	A	Physics	A
	Further Maths	B	Chemistry	A

GCSEs

June 1998/9	English Language	A*	English Literature	A
	Maths	A*	Physics	A*
	D&T (Electronics)	A*	Biology	A
	Chemistry	A*	Latin	B
	History	A	Information Technology	A*
	Additional Maths (GCE O-Level)	A	French	A

[British Informatics Olympiad](#) (2000): **Top-15 finalist**

UK Mathematical Challenge: **Gold Award** (x2)

International Invitational Mathematical Challenge (1999): **Certificate of Distinction**

Professional Experience and Achievements

August 2011-present – Developer at GameStop Impulse. Maintained digital distribution application.

July 2005-August 2011 – Research developer at Stardock. Created and maintained tools, scripts, desktop applications and Windows Vista/7-specific technologies, while assisting other developers.

- Developed technology to customize Windows Vista boot and login screens (C++/VB.NET)
- Created multi-purpose 'tweaking' utility for power users (VB.NET)
- Wrote library to process METAR/TAF weather data; rewrote desktop gadget to use it (VBScript)
- Interfaced music controller library with iTunes, Windows Media Player (C++/COM/VBScript)
- Extended internal code trampoline library to 64-bit; created de-elevation library (C++)
- Reverse-engineered Windows Presentation Foundation libraries (C++/Interactive Disassembler)
- Wrote and maintained sample library for skinning component (C#/VB.NET/VB/C++/MFC/WTL)
- Created desktop pet with drive-satisfaction and interaction with desktop objects (VBScript)
- Analyzed crash dumps to locate and fix problems with various products (C++/WinDbg/IDA)
- Integrated 7zip libraries and maintained digital signing utility for digital distribution platform (C++)
- Assisted game team with memory/CPU usage optimization (C++/VTune/BoundsChecker)
- Created and maintained wikis for internal and external projects (MediaWiki)
- Developed compatibility shims and patches for legacy games (C++/IDA)
- Wrote and maintained launcher gadgets for various products (VBScript)
- Maintained HTML help and provided developer-level support for software components

July 2004 – Four weeks of feature testing at Motorola, tracking and debugging faults in cellular base station equipment code. For the last two weeks I was the lead tester, implementing scripts for updating test records in VBA, and performing handover and interference tests.

Aug-Sep 2003 – Eight weeks working at Motorola BSS development. I created a 17-table web-based smoke-testing MySQL database system and test result notification service using PHP, CSS and Javascript, interfacing with MS SQL and with LDAP user authentication, with no significant prior experience of any of these technologies. This project involved interaction with other department members to identify requirements and promote buy-in. The final system was completed on schedule and fully functional on Internet Explorer 6, Mozilla 1.4 and Netscape Navigator 4.7.

Jan-Feb 2003 – Contract development of a full-screen whiteboard for a graphics tablet system. Provided translucent desktop drawing of anti-aliased lines/shapes using GDI+ and Visual Basic.

Sep 2002 – Contract work interfacing an IIS search “ifilter” for PDF files to Visual Basic. Required development of a custom COM interface in Visual C++ and IDL.

Aug-Sep 2002 – Eight weeks working at Motorola’s Base Station Support development facilities in Swindon, programming tools in C. Learned how to use Solaris and the ClearCase versioning environment. Tasks involved extensive re-factoring of existing binary object decoding software. I completed my primary task within six weeks, as well as subsequent work on ELF binaries.

May 2002 – Contract work providing a graphics tablet signature solution using Visual Basic.

Community Activities

July 2005-present – Founded and led WikiFur.com, a fandom encyclopedia containing over 13,000 articles with localization projects in fifteen languages.

I work in an executive role, overseeing policy development and managing volunteers, promotion, donations, public relations and administration (involving MediaWiki, PHP, MySQL and FreeBSD).

I presented a paper on [building, managing and promoting wiki communities](#) at Wikimania 2006, and have received community awards for my editorial contributions to Wikipedia and Wikinews.

January 2010-present – Acted as editor of collaborative community news site Flayrah.com.

I reimplemented the site with Drupal, preserving nine years of content through [custom data transformations](#). I added various community features with PHP and jQuery and developed avenues for distribution of the site’s content. Flayrah now has 20 active contributors as of 2011, up from zero.

March 2010-present – Acted as moderator and tester for online art community Inkbunny.net.

I interact with users on a daily basis, and work with staff to develop policy, design and test features – often identifying security vulnerabilities and performance issues before they can become problems.

2000-2005 – Active as a developer in the *Creatures* artificial life community.

I maintained a popular chat client (in Visual Basic), reverse-engineered the game’s obfuscated music system to develop a music player and editor (C#/VB.NET) and created a plugin to show game sprites as Explorer thumbnails (C++) before co-founding and leading the *Creatures* Wiki to 2,500 articles.

Key Skills

- **C++ and Windows APIs** (Intermediate, 10 years)
- **VB.NET (previously Visual Basic)** (Advanced, 12 years)
- **C#** (Intermediate, 5 years)
- **VBScript** (Intermediate, 5 years)
- **Reverse engineering (C++, .NET, IDA)** (Intermediate, 4 years)
- **Software testing/debugging and quality assurance** (Intermediate, 12 years)
- **HTML (with CSS, Javascript, optimization techniques)** (Intermediate, 10 years)
- **MediaWiki administration and editing** (Advanced, 6 years)
- **PHP (with SQL)** (Novice, 3 years)
- **Drupal CMS administration** (Intermediate, 2 years)
- **Online community management** (Intermediate, 6 years)
- **Journalism and photojournalism** (Intermediate, 4 years)

University	Systems I: Architecture & Operating Systems	87
	Module Results	
	Programming I	84
	Software Engineering I	64
	Computation I: Numbers & Structures	86
	Systems II: Low-level Programming & C	87
	Programming II	75
	Software Engineering II	90
	Computation II: Computability & Decidability	50
	Year 1 average	78
	User Interface Programming	68
	Applications I: Mathematics for Applications	64
	Applications II: Databases	78
	Computation III: Formal Logic and Semantics	83
	Programming III: Functional Programming	85
	Programming IV: Programming Languages	63
	Graphics	94
	Computation IV: Algorithms	70
	Projects and their Management	58
	Applications IV: Compilers	77
	Year 2 average	74
	Advanced Computer Graphics	81
	E-Commerce and Agents	65
	Music and Digital Signal Processing	78
	Advanced Compilers	71
	Project Preparation	75
	Advanced Human-Computer Interaction	61
	Networking	82
	Design and Realisation of Integrated Circuits	78
	Final-Year Project (double module)	75
	Year 3 average	74

Note on results: UK educational establishments mark on a very different scale to those in the US – 70% and above is first class, 60% and above is upper second class, 50% and above is lower second class, and 40% is a pass mark.

Module descriptions are available at <http://www.bath.ac.uk/catalogues/2002-2003/cm/cmcat.htm>