

# Hazel McKendrick.

## Programmer.

Address	Dundee, Scotland.
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Website	http://hazelmckendrick.com
Personal Statement	I like solving problems.
Programming Skills	Object Oriented Programming in C++, C# and Python – 3 years <i>Example Project: Creating a swarm based platform/puzzle game using XNA.</i>
	Procedural Programming in C and Pascal – 6+ years <i>Example Project: Producing a compiler for an AI related language of my design.</i>
	Functional Programming in Haskell – Less than a year <i>Example Project: Learning the language through solving maths based problems.</i>
	Web Development with PHP, (x)HTML and CSS – 5 years <i>Example Project: Developing a blogging platform and content management system.</i>
	Development on Multiple Platforms and APIs <i>Example Project: Creating a 3D graphics demo using the vector units of the Playstation 2.</i>
Development Skills	Object Oriented Design and Design Patterns <i>Example Project: Designing and using a framework for OpenGL graphics programming.</i>
	Agile Development Practices <i>Example Project: Using Scrum as part of a group of 10 to create a 3D platform game.</i>
	Using a Range Of Design and Development Tools <i>For Example: Using version control on all recent projects; working with issue tracking tools and UML diagram authoring software.</i>
Dare to be Digital	Digital Colony – Pollen (2009) <i>Lead Programmer</i> Developed a 2D platformer in which you control a swarm of bees in a 3D environment as part of a team of five over ten weeks. I worked on a range of areas including the game framework, shaders and full-screen effects, audio and game-play such as gesture recognition and swarming motion.
BBC Prototype and Abertay University	Screw the Nut – Some Assembly Required (2008/2009) <i>Code Manager</i> Working through the BBC's Prototype project as a team of ten, we worked on a 3D platform game from conception to a completed demo level using the Ogre engine. As well as overseeing our iterative development process, I worked on a range of areas including the initial framework, game-play, and physics.
Support Roles at Abertay University	Lab Demonstrator (2008/2009) I assist in first year practical programming classes helping with technical problems and to reinforce good programming habits, as well as working with high school students using ActionScript as part of the Dare Schools Challenge. I have also taken the role of student ambassador, helping new and prospective students, and as representative for my class.
Education	Bsc (Hons) Computer Games Technology (2006 - present)
Dissertation	I am about to begin work on my dissertation, which I intend to base around procedural content generation.
Awards	I was awarded the David Potter Memorial and Ede & Ravenscroft Prizes for overall

Modules	achievement on my course, Sony Group Quality Award for my work on Playstation 2 and the U. B. Henry prize for being a particularly helpful sort of person.
	2008/2009: Tools Programming (A), Graphics Programming (A), Programming Environments (A), Prototype Game Development (A), Applied Maths 3 (A)
	2007/2008: Console Games Development(A), Graphics Programming(A), Applied Maths 2(A), Japanese Language and Culture (A/B)
	2006/2007: Computer Games Technology(A), Programming in C++(A), Applied Maths 1 (A), Audio for Games(A), Media Production(B)
Writing	I reflect upon my programming work through a blog I maintain at <a href="http://killercodingninja.com">http://killercodingninja.com</a> , helping me to get feedback and highlight areas where I can improve.
Video Gaming	Perhaps not surprisingly, I am a keen gamer. I enjoy a range of genres across different platforms from fast paced shooters to narrative focused RPGs. Developing games has made me look at what I play in a completely different way, for example considering how particular effects have been achieved.
Linux	I have used Linux alongside Windows for a number of years, joining the Abertay Linux Society when I began university and talking to the public at Software Freedom Day. I value the perspective that working in two different environments offers me.
Hobbies	In terms of books, films, and music I love to try new things. I enjoy design - from computer cases to games to websites – and have worked to transform several of these concepts into finished products. I also like to get out of my flat to go walking, camping and meet up with friends.

Thank you for your time.  
*References available upon request.*