

# Hazel McKendrick

## Programmer

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### I like solving problems

Having completed a practical and technical undergraduate degree, I am currently studying MSc Computer Science in order to reinforce my theoretical and mathematical background.

Graduating in **September 2011**, I am seeking a challenging position as a programmer in the games industry.

### Experience

Summer 2010 **Tag Games - Programming Intern for Astro Ranch Wii**

- Porting and extending iPhone Project for WiiWare
- Sole programmer, working with Unity3D
- Added and refined features like pathfinding, developed motion controls

2008-2010 **University of Abertay Dundee - Laboratory Demonstrator**

- Assistant in practical C++ programming classes
- Explained fundamentals to both technical and production focussed students

Summer 2009 **Dare to be Digital - Programmer for Pollen**

- 2D puzzle-platformer set in a 3D environment which challenges the player to guide a swarm of bees to their new home
- Agile five person team working for ten weeks
- Worked on a range of areas in C# with XNA including initial game framework, gesture recognition and swarming motion
- Implemented shaders and full screen effects including dynamic depth of field and fur rendering

2008-2009 **BBC Prototype and Abertay - Programmer for Some Assembly Required**

- 3D platform game developed from conception to completion
- Implemented in 12 weeks using C++ and OGRE
- Responsible for overseeing iterative development process
- Contributed to various areas including framework, gameplay and physics (using NXOgre)

**Other Short Projects**

- Including Global Game Jam, Ludum Dare and Next Level Dundee

### Education

2010-2011 **University of Edinburgh - MSc Computer Science**

- Focus on concurrency, distributed systems and graphics simulation
- Dissertation will investigate acceleration of multi-variate analysis techniques on GPUs (using CUDA) for the ATLAS project at CERN

- 2006-2010 **University of Abertay Dundee – BSc(hons) Computer Games Technology**
- First class honours, distinction each year with straight A grades in 3<sup>rd</sup> and 4<sup>th</sup>
  - Dissertation and final project on distributed computing for virtual worlds
  - Optional modules on mathematics, compiler theory and Japanese
  - Student ambassador, peer mentor and class representative

## Awards & Achievements

- 2011 IGDA Student Scholarship to attend GDC
- 2010 Hannah Maclure prize for performance in the final year of my course at Abertay
- 2010 Scottish Game Jam (Global Game Jam site) winning team for game Panda Dragoon
- 2010 Search for a Star National Programming Competition, 2<sup>nd</sup> place overall following test, project and interview stages
- 2009, 2010 Realtime Worlds Team Student Programming Competition, 2<sup>nd</sup> (2010) & 3<sup>rd</sup> (2009) place
- 2008 Sony Technical Group Quality Award for development of a software renderer for Playstation 2 during my degree at Abertay
- 2008 Ede & Ravenscroft Prize for overall achievement on my undergraduate course
- 2008 U. B. Henry Prize for being a helpful sort of person
- 2007 David Potter Memorial Prize for highest academic performance in the first year of my undergraduate degree

## Interests

### Video Gaming

- Perhaps unsurprisingly, I am a keen gamer; I enjoy a range of genres across different platforms from AAA narrative focussed RPGs to indie platformers.
- Developing games has made me look at what I play in a completely different way, for example considering how effects were achieved or how problems were solved.

### 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 different environments offers me.

### Other Interests

- In terms of music, books and film I love to try new things. I'm an active part of the Edinburgh game dev community and currently working to launch an IGDA chapter in Scotland.

**Thank you for your time**

*References available on request*