

Ian Copland : Programmer

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About Me

I am a programmer currently attending Abertay University's Computer Game Technology course. I thoroughly enjoy it, and have spent the summer participating in the Dare to be Digital competition. I especially enjoy graphics and physics programming, however I am interested in all areas of computer game development. I work well under pressure, handle stress well and work hard to meet deadlines.

Skills

- Languages: C, C++ and C#.
- Game/Graphics Engines: XNA and Ogre3D.
- Graphics APIs: OpenGL and Direct3D
- Shader Languages: HLSL and GLSL
- Tools/Environments: Visual Studio 2005/2008 and TortoiseSVN.

Experience

- Dare To Be Digital: Created a Prototype game called Pollen in 10 weeks.
- 3rd Year Group Project: Created a simple 3D platformer as a group of 10 for University

Qualifications

Third Year, Computer Game Technology, University of Abertay Dundee

- 3D Graphics Programming – A
- Prototype Game Development - A
- Computer Operating Environments – B
- Games Tool Development – B
- Applied Mathematics 3 – C

Second Year, Computer Game Technology, University of Abertay Dundee

- Graphics Programming – A
- Console Game Development – A
- Pathfinding and Agile Development – A
- Computer Operating Environments – A
- Applied Mathematics 2 – B

Hobbies and Interests

- Games: I enjoy a variety of computer games such as the Final Fantasy and Metal Gear series. I also enjoy online gaming and play the MMORPG World of Warcraft.
- Travel: I frequently travel to Groningen in The Netherlands as my girlfriend is from there.
- Socialising: I enjoy spending time with my flat mates and other friends, either at the pub or spending the night gaming.

Personal Details

Date of Birth: 13/04/1988

Nationality: Scottish.

Driving License: Full Clean.

References

References available on request.