

## James Ian Yarwood

C# .NET Developer

I am an experienced, adaptable C# developer with experience of a variety of other .NET languages and technologies. I consistently set high standards for my work and enjoy learning about new technology. I am punctual worker who is capable of working in a team or by myself.

### EXPERIENCE:

*January 2013 –  
November 2017*

Worked as an independent game developer on two mobile games:

- Working with Windows Phone and Android via Xamarin.
- Building editing tools under WPF / Winforms
- Use of JSON, HTML, CSS, PHP and MySQL to provide a back-end content system for my games (i.e. news feeds, scoreboards, change-logs)
- Source control via Visual Studio Online services
- Writing multi-threaded C# code as part of a game engine
- UI / UX design
- Unit testing – MSTest, NUnit and xUnit
- Implementing gameplay mechanics/features
- Light form of agile-development for tracking my development tasks/stages
- Creating 2D / sprite / GUI artwork
- Managing the purchase, licensing and implementation of 3rd Party audio/media
- Responding to crash/bug reports
- Managing & releasing patches/updates
- Working with a 3rd-party market/store systems (Windows and Google Play)

*August 2005 –  
September 2005*

Developed a free tool for building virtual environments for a game development community/language called DarkBASIC:

- Research – Finding out what features the community wanted most
- Implementing community-requested features
- Maintaining a development log
- Unit testing
- Responding to crash/bug reports
- Managing & releasing patches/updates
- Implementing 3<sup>rd</sup> party APIs and plugins

*June 2004*

Two weeks work experience placement at HM Revenue & Customs, known as the Inland Revenue at the time. The placement involved:

- Sorting and Filing payee records
- Data entry – updating payee records on system
- Working in a small team

**EDUCATION:**

<i>Glyndwr University</i> (2009 – 2012)	BSc(Hons) Computer Game Development Degree	1 <sup>st</sup> class
<i>Coleg Cambria</i> (formerly Yale College) (2005 – 2008)	BTEC First Diploma For IT Practitioners	Distinction
	BTEC National Diploma For IT Practitioners	Merit
<i>Ysgol Clywedog,</i> <i>Wrexham</i> (2000 – 2005)	Information & Communication Technology	B
	Religious Education	C
	Mathematics	C

**COMPUTING SKILLS**

I have experience with the following languages:

<i>C# / .NET</i>	Over 6 years of experience via personal, university and self-employed projects. I find it relatively easy to pick up new frameworks and APIs written for use in C#.
<i>Javascript (JS)</i>	Unexpectedly acquired a good amount of JS experience through a massively-multiplayer online (MMO) game called Screeps. This involved writing an AI using everything JS has to offer to fight against other people's AI in a game world made up of a grid of rooms from which you must extract resources and defend. Setting up an external dev-environment also involved working with Grunt and node.js.
<i>AngularJS &amp; jQuery</i>	Recently gained experience by developing my own portfolio website in ASP.NET
<i>HTML/XML/CSS</i>	Used frequently in the last 7 – 8 years for various personal projects and pages, as well as the website for two of my released mobile games.
<i>PHP / MySQL</i>	Gained a good amount of experience with both PHP and MySQL after making my own web-based back-end system for displaying news, scoreboards and change-logs in my mobile games
<i>C++</i>	Basic knowledge of C++ syntax. Used for various university projects (basic ones), and an OpenAL plug-in I made for DarkBASIC back in 2006. Been dabbling in C++ off and on over the past 3 years.
<i>MS-SQL / T-SQL</i>	Recently used to build my new portfolio website.
<i>Lua Scripting</i>	Used in several modifications for a game called Garry's Mod.

## **SOFTWARE & TECHNOLOGIES**

### *Game Development*

Created two of my own mobile games and released them on the Windows Phone and Google Play stores, with several updates to both over time.

### *Forum/Community Moderator*

Volunteer forum moderator for gaming community JokerIce.co.uk before I started university.

### *Sever administrator*

Volunteer administrator for gaming community JokerIce.co.uk. Involved updating gaming servers with the latest modifications via a remote desktop connection (VNC), banning players who broke the rules and handling appeals against bans.

### *Microsoft Windows*

Very experienced user of all versions of Windows since 95. Beta tested Vista, 7, 8 and currently using 10.

### *Adobe Photoshop*

Experienced user of Photoshop.

### *Microsoft Visual Studio*

Experienced user of Visual Studio 2008 – 2015.

### *Visual Studio Source Control*

A source control system integrated into Visual Studio. Very experienced user.

### *Microsoft Office*

Experienced user of Office 95 – 2013. Mainly Word and Excel.

### *Subversion (SVN)*

Managed a game modification(s) via an SVN repository.

### *DirectX 11 API*

Worked on my own game engine in C# using a DX11 wrapper called SharpDX.

### *Git*

Moderate experience of using Git source control.

## KEY SKILLS:

### *Teamwork*

I believe teamwork can achieve far more than a single individual when cooperation and openness are at the core of a team's values.

### *Planning and Organising*

I like to stay on top of things, even if it not my area of expertise, by trying my hardest to finish a task before its deadline to allow time for feedback or adjustments.

### *Inquisitive*

I enjoy learning. I'm not afraid to ask questions to aid my understanding about a subject or technology. This also means you'll sometimes find me asking questions that may seem silly to others, to gain a clearer understanding of the matter.

### *Analytical Thinking & Problem Solving*

I love solving problems, big or small. I have an eye for detail, while also being able to keep the bigger picture in mind when working on smaller tasks.

### *Communication / Life Skills*

Good listener, fairly confident and sociable. Honest person. I'll tell you directly if I lack the knowledge of a topic rather than hiding it. Not afraid of criticism / negative feedback.

## PERSONAL ACHIEVEMENTS

### *Gas Systems – Open-source mod for Garry's Mod*

- Managed source code revisions via an SVN repository
- Fixed any reported bugs in my spare time
- Released a 2<sup>nd</sup> version of the mod a year later with my own models / textures
- Lua as the scripting language
- Managed source code revisions via a Google SVN repository under the name Syncaidius (still exists).
- Beta tested on a volunteer's server for a month
- Never officially released as university took up all my time
- Lua as the scripting language

### *Space Mining – Open-source mod for Garry's Mod*

## HOBBIES AND INTERESTS

Science fiction, technology, travelling, programming, game design, ancient/medieval history, music, space and space travel

**REFERENCES:**

References are available on request.

LinkedIn <http://uk.linkedin.com/pub/james-yarwood/61/b4a/a1b/>

Twitter <https://twitter.com/Syncaidius>

Portfolio <http://www.jamesyarwood.co.uk>