

Richard Lyon

2 Harrier Way, Morley, Leeds LS27 8TG
Telephone: 0113 238 0037 Mobile: 07891 769255
Email: richard@richard-lyon.com
Online Portfolio: <http://www.richard-lyon.com/portfolio>

PROFILE

A self-motivated and passionate computer programmer, software and website developer looking for his first role in the programming industry. Having left University with a degree in Computer Games Programming, he has created a number of programmes and has greatly enhanced his knowledge and experience. His main programming language is C++ but he also has experience of other programming languages and several different APIs. He has demonstrated superior problem solving skills and is able to write efficient reusable code. He has a love for programming, regardless of language or context.

KEY CAREER ACHIEVEMENTS

Designed, developed, coded and debugged a terrain library and editor which allows for the creation and texturing of terrain models using a series of procedural algorithms.

Designed, developed, coded, debugged and profiled the Waypoint Racer game on a hand-held console called the GP2X (similar to a PSP).

Created a number of small complete games and applications including Tetris, Pong, Tic Tac Toe and a utility to save and restore desktop icon positions on Microsoft Windows.

IT SKILLS

Programming Languages	C++ (six years' experience) C# Java
API Experience	Windows API DirectX HLSL experience Simple Direct Media Layer (SDL) OpenGL XNA
Tools	Doxygen (a tool to automatically generate code documentation from using specific comment styles)
IDEs	Microsoft Visual Studio Codeblocks
Web Programming	(X)HTML Javascript CSS PHP (including CodeIgniter and Wordpress) MySQL FTP
Others	Microsoft Office Linux Operating System Ubuntu

EMPLOYMENT HISTORY

2008 - Present

Projects Undertaken and Completed Under Own Initiative

Terrain Editor	A standalone terrain editor allowing both manual editing and the texturing of terrain, along with the automatic terrain generation and texturing.
Operating System Manager	A static library that takes care of all Windows code, including the application updating, querying the keyboard and mouse data, window management and dialog box management.
Falling Blocks	A clone of the Tetris game coded using C++ and DirectX 9.

2008 - Present

Asda

Supermarket Shop Assistant

Carried out general duties as part of the supermarket staff.

NOTABLE UNIVERSITY PROJECTS

Terrain Library	A static library that allowed the creation, rendering and algorithmic editing of a terrain. The project also incorporated real-time lighting and simple water.
Waypoint Racer	A 2D top down view racing game developed to run on a hand-held console (GP2X) and Windows using SDL.
Tornado Simulation	A tornado simulation using particle effects to create the tornado and a precipitation system. Simple key frame and path animation were also used.

QUALIFICATIONS

BSc (Hons) Computer Games Programming - University Of Teesside (2008)
GNVQ in Information and Communications Technology
Three GCE 'A' Levels, one GCE 'AS' Level & nine GCSEs

PERSONAL DETAILS

Date Of Birth: 23 January 1986
Nationality: British
Marital Status: Single
Driving Licence: Full and clean

INTERESTS

Computing, Programming, Golf, Football

REFEREES

Available on request