

# Carl Bateman, MSc, BSc (Hons)

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## Personal Profile

A Programmer/Analyst with 10 years development experience primarily in Civil Engineering, currently working in Avionics and Training. I have worked on a variety of projects alone and as a team member. I am looking for a challenging and rewarding software development role in the video game industry.

I recently earned a distinction in **Computer Game Technology, MSc** (achieving C++: 80%, Computer Graphics: 75%, Physics and AI: 72%) from City University through part-time evening study. I continue to undertake my own game related demo projects (see below).

## Personal Projects

- Model Loader – C++, OpenGL, STL, 3d maths – load, view and orient 3d .obj files
- Asteroids – C++, Win32, GDI, TTF – includes help screen and high score table
- Fireworks – C++, OpenGL, STL – particle system
- Stonehenge – C++, OpenGL – interactive 3d tour
- Tetris – C++, OpenGL ES 2.0, OpenKode – minimal shader, prototype completed
- Pong (wip) – C++, OpenGL – simple game to allow focus on structure, coding, patterns, etc.

## Technical Experience

- C++, C#, OO, SourceSafe, Apple Macintosh – 5 years
- Visual Studio, Windows, MS Office (Word, Excel, Access), MSDOS – 10 years
- VB5/6, Win32 API, Access, SQL, VBA, DLL – 8 years
- C, SQL Server – 1 year
- OpenGL, HTML, CSS – 4 years (non-commercial)
- JavaScript, PHP – 3 years (non-commercial)

## Additional Information

- I attend Game Conferences and Game Hacks when possible including: **GameCamp**, **CityHack**, **GaME**, **GameHack**, **X48** and **WhatWouldMolydeux**.
- Member of the International Game Developers Association (**IGDA**).
- Member of the British Computer Society (**BCS**).
- I have attended **GDCe 2005**, **GDCLondon 2006** and **Develop Brighton** as a volunteer – helping out as well as attending conference sessions.
- Member of the Association of C and C++ Users (**ACCU**) (for which I reviewed "Physics for Game Programmers").

## Employment History

Jun 2010 - Present	<b>Senior Software Engineer</b> CAE UK plc, Burgess Hill, West Sussex.	Systems analysis, programming and data visualisation using C++, C# and .Net in the training and simulation sector. Maintaining existing code, designing, implementing and documenting new features. R&D into application of the VBS2 Fusion "serious game" API for training.
Jan 2010 - May 2010	<b>Computer Scientist</b> ICR-NHS London.	Ad-hoc research and design for radiation dosimetry visualisation using C#, C++, ITK and VTK.
Jun 2006 – Jun 2009	<b>Software Development Engineer</b> Integer Software, Weybridge, Surrey.	Systems analysis, programming and data visualisation using C++, C#, .Net and COM in the Civil Engineering sector. Maintaining existing code, designing, implementing and documenting new features. Implemented a C# module updating the Wood-Armer equivalent moment method.
Nov 2004 - Jun 2006	<b>Programmer/Analyst</b> Bentley Systems (formerly Infracore Ltd), Horsham, West Sussex.	Systems analysis, programming and data visualisation using VB 6. Database design with Access ADO, some DLL development. As a team member and individually developing Civil Engineering software for the international market. Maintaining existing code, dealing with localisation issues, documentation and GUI design. Updated and extended the macro editing add-in.
Feb 2003 - Nov 2004	<b>Data Administrator</b> BCP Ltd, Crawley.	Maintaining MS Access and SQL Server databases, preparing data queries in Access and SQL. Developing a Customer Relationship Management system. Developed a monthly reporting system with SQL Server and VBA.

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## Employment History (continued)

Nov 2000 - Sep 2002	<b>Programmer/Analyst</b> Infrasoft Ltd (formerly Moss Systems), Horsham, West Sussex.	Systems analysis, programming and data visualisation using VB 6. Database design with Access ADO, some DLL development. As a team member and individually developing Civil Engineering software for the international market. Maintaining existing code, dealing with localisation issues, documentation and GUI design. Developed a pedestrian refuge designer, and helped in the original development and implementation of MXUrban.
Dec 1998 - Nov 2000	<b>Programmer/Analyst</b> SGB Youngman, Lingfield, Surrey.	Systems analysis, programming and data visualisation using VB 5 and 6. Database design using Access with DAO, some ActiveX and DLL development. Developing GUIs for an integrated scaffolding design and information retrieval system, to allow database queries and interactive design of scaffold structures.
Oct 1998 - Dec 1998	<b>Temp Computing Assistant</b> Staffordshire University, Stoke-on-Trent	Providing help and advice on Word, Excel, Access, Windows and other software packages and the Internet.
Sep 1997 - Sep 1998	<b>Analyst Programmer</b> Laboratoire du Dr. Ernst's, Luxembourg.	Principally systems analysis and programming with Visual Basic, C and Delphi. Developing process control software for packing plant and providing some computer training and support to French speaking staff for Word, Excel and Windows.
Oct 1996 - Sep 1997	<b>Computing Assistant</b> Staffordshire University, Stoke-on-Trent.	Provided help and advice on Word, Excel, Access, Windows and other software packages. Installation of software over a Novell network. Wholly responsible for conversion of Word documents to HTML format and preparation of Web pages.
Nov 1990 - Oct 1992	<b>Technical Author</b> Howard Engineers, Burslem, Stoke-on-Trent.	Research for and preparation of heavy plant repair manuals, database user guides, etc., using Word, Illustrator, PageMaker and ReadySetGo (DTP) software. Worked on various projects, as part of a team and individually, project requirement assessment and software evaluation.
Jan 1981 - Nov 1990	<b>Various</b>	During this period I held a variety of temporary posts including Electrical Inspector, Temporary Purchasing Expeditor for ICL, VDU Assembler, Switchgear Inspector for GEC, Warehouse Assistant and Shop Assistant.

## Education

Oct 2008 - Jan 2011	City University, London.	<b>Computer Games Technology MSc - Distinction</b> Modules included: Game Development (68%) Computer Graphics (75%) Music Technology (75%)	C++ (80%) Physics and AI (72%)
Oct 1994 - June 1997	Staffordshire University, Stoke-on-Trent.	<b>Computing with Electronics BSc (Hons) - Upper Second (2:1)</b>	
Oct 2002 - June 2004	Crawley College, Crawley.	C & G C++ Level 3 C & G C++ Level 2 OCR Spanish Level 2	- Pass - Distinction - Pass
Oct 1997 - June 1998	Lycée Michel Rodange, Luxembourg.	Diplôme d'Etudes en Langue Française (DELF) Levels A1 - A3	- Pass
Sep 1995 - July 1996	Stoke-on-Trent College, Stoke-on-Trent.	City & Guilds Visual Basic I AS Level French	- Pass - grade D
Sep 1993 - July 1994	Clough Hall School, Kidsgrove, Stoke-on-Trent.	A Level Physics A Level Pure & Applied Maths	- grade D - grade C
July 1986 - Apr 1987	Hanley Skill Centre, Stoke-on-Trent.	C & G Electronics Servicing 224 Part II	- Credit

## Professional Qualifications and Training

Aug 2003	Learning Tree, London.	SQL Server 2000 Database Administration
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## Positions of responsibility

- I have written computer related articles, several of which have been published.
- I was an active member of Potbug (a local BBC computer user group), and editor of the groups' newsletter, collecting and writing short articles.
- I founded and was responsible for the organisation of the North Staffs Comic Society, initiating recruitment campaigns, organising and moderating meetings.
- During the final year at University I was a Welcome Week representative, helping with the running of events and trips organised to welcome new students to University.

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### Languages

French	Spoken Good	Written Very good
Spanish	Basic	Basic

### Personal

- Full, clean driving licence.
- I study French and Spanish in my spare-time and visit France and Spain when time and money allow.
- I have an orange belt in Judo and a yellow belt in Karate, I've also practised Aikido and Ju-Jitsu.
- I enjoy experimenting with computers and programs, learning how to use new systems, applications and programs, finding their limits and how to get the most out of them. Similarly, I enjoy showing and explaining to others the best ways to use them.
- I experiment with various development areas particularly 3D computer graphics, simulation and image processing.
- I maintain several web-sites on a semi-regular basis that I use to experiment with web-page layout, techniques and technology.
- I produce a regular personal newsletter to swap with other members of an Amateur Press Association - (a group of 20 individuals sharing common interests).