

Eddie Long

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Profile

I am an enthusiastic C++ software engineer with an excellent academic background and seek to further develop and learn new skills in a challenging position. I am analytical and methodical with strong problem solving skills and an ability to quickly learn and apply technical expertise. My previous employment has allowed me to expand my skills and develop quality software projects on time to a strict specification. I wish to further enhance my expertise in a team atmosphere working on cutting edge technology.

Skills

- C/C++ (13 months + 1 year in university)
- ColdFusion (9 months)
- mySQL (9 months + in university)
- Asterisk (9 months)
- Win98/NT/XP, Ubuntu (9 months), MacOS (2 years)
- HTML/XML
- Java in university
- PHP in university
- DirectX in university
- Perforce, CVS, SVN

Work Experience

OCT '08 – JAN '10

BEAUTIFUL GAMES STUDIOS

FRONT END PROGRAMMER

Was a key member of the Front End team during development and release of Championship Manager 2010. Was responsible for software development and maintenance of core Front End screens, components, as well as productivity tools to assist development and testing of the Front End for CM10. Liaised with back end teams, design, art, QA and production to hit milestones and targets to strict deadlines. All development work was highly critical both in terms of quality and performance as the results of all work undertaken had serious implications in what end-users saw and interacted with in the game.

- Helped architect structural changes to the Front End including developing a model-view controller based component system, back end bridge and optimised Front End loading and reloading.
- Created a productivity tool for dynamic XML reloading in-game and the ability to record and play back user actions for QA use. Constructed an automated UI testing tool to assist in finding Front End defects.
- Gained experience in C++ and STL. Authored solutions to problems that utilised delegation, observer, singleton and the visitor patterns.
- Assumed role of mentor for new Front end developers due to extensive knowledge of Front End systems.
- Awarded 'Best New Signing' at BGS release party for best new hire in 2009.

OCT '07 – OCT '08

LEARNOSITY, AUSTRALIA

VOICE/WEB DEVELOPER

Worked as part of a strong four-man team supporting the Computer Skills Test which is an online exam undertaken by over 60,000 high school students every year.

- Was responsible for maintenance and development of new features on internal metrics and admin sites along with front-end sites for the Computer Skills Test (CST).
- Developed a new production phone system using Asterisk PBX and PHP that enables students converse with one another and also undertake multiple choice question

exams over the phone that can be immediately graded. The system has since been awarded four international e-Learning awards.

- Supported several governmental agency FarCry CMS sites and back-end administration for the HSC results.

APR '04 – MAR '05

INTEL IRELAND

AUTOMATION ENGINEER

- Was an important part of a factory critical fab support team working on 12 hour shifts.
- Gained experience in time management, working with minimal supervision, the value of team work and learnt how to deal with issues in a timely and professional manner.

Educational Qualifications

SEP '06 – JAN '08

DISTINCTION

UNIVERSITY OF ABERTAY: MSc CGT

- Final year thesis: 'Enhanced NPC behaviour using Goal Oriented Action Planning', was a game simulation developed in C++ that compared two AI techniques Goal Oriented Action Planning and Finite State Machines on several levels (management, flexibility, efficiency and re-usability) in a game scenario.
- Core Modules: Artificial Intelligence in Games, Mathematics for Games, Programming for PC and XBox, Console Game Development, Games Marketplace and Game Design and Development.

SEP '02 – JUN '06

FIRST CLASS HONOURS

NOURSITC COMPUTER SCIENCE

- Achieved a first class honours degree with an average of **89%**.
- Was awarded a Motorola scholarship for highest grade in the year in 2005.
- Nominated for Science Graduate of the Year in 2006 due to highest average grade in the graduating class.
- Core Modules: Multimedia, Artificial Intelligence, Software Engineering, Databases/SQL, Operating Systems, Virtual Reality, Web Programming, Abstract Data Structures and C Programming
- Final Year Project: Revelations, a game written in C using RenderWare API incorporating pathfinding, AI, particle effects, PVS and collision detection.

SEP '02 – JUN '06

LEAVING CERTIFICATE

SPIORAID NAOIMH, CORK, IRELAND

<u>Subjects</u>	Applied Maths	A1	Economics	A1
	Chemistry	A1	Physics	A1
	Maths	A1	English	A1
	French	A2	Irish (ordinary level)	A

Result **600** points, the highest score possible.

- Was awarded an entrance scholarship from UCC for this grade. Received the 'Eacht an Colaiste' award from Spioraid Naoimh and achieved the Cork Chamber of Commerce award for the highest Leaving Certificate result in Economics in Munster

Interests

- Have an active interest in iPhone development and in the process of getting a game up on the AppStore.
- Sport including soccer, rugby, golf and running. Ran a marathon this year.

References

Excellent references available on request