```cpp
std::string CV::getName(){
    // C++ Programmer, B.Sc Game Development
    return "ALLAN J MOORE";
}
std::unique_ptr<Email> email = std::make_unique<Email>("Allan.J.Moore@outlook.com");
unsigned int num = 07445926794;
std::string loc = "Witney, Oxfordshire,";
```

PROFILE

Self motivated and enthusiastic C++ programmer with over 2 years experience developing commercial software for android, IOS & windows. I currently work as a C++ developer for a small software house located in Oxfordshire we're most renowned for having developed the Formula 1 App, though we have some other apps in the works! Prior to this I was a student at University where I studied games development, we mostly developed small games and prototypes in c++, opengl, Torque2d and Torque 3d. Additional to this part of my studies involved a software engineering module, calculus, programming, 3d world creation, animation and game design it was pretty cool. I can't say I have as of yet really had the chance or creative freedom to truly put my skills to work but I'm hopeful.

I have a good working knowledge of c++ and OpenGL and have been programming for somewhere around 11 years now, I pretty much spend all of my spare time developing games in some capacity in just plane old c++ or Unity. I'm currently on the lookout for games programming positions or similar, thanks for your time.

Please feel free to check out my portfolio website here:
https://Alzon.co.uk

PRIMARY SKILLS

- Programming/ Software Development/ C++, C#
- Game Engine Development
- Modern C++, Smart Pointers, asynchronous programming, constexpr, mutable etc…
- Graphical Programming/ OpenGL
- Games Development/ Unity 3D
- Amateur Modeller/ Blender
- Application Development/ IOS/ Android

PROGRAMMING/ SOFTWARE DEVELOPMENT

- Highly proficient in C++
- Proficiency in Unity 3D, C#
- Familiarity with a number of programming concepts, I/O, data structure, memory allocation etc..
- Experienced using Xcode, Android Studio & Visual Studio in commercial environment
- Academic experience using Torque 3D & Torque 2D
- Experienced with versioning software GIT, SVN in commercial environment
- Experienced using JIRA, Confluence for bug tracking and wiki, documentation purposes.

SOFTWARE ENGINEERING

- Agile system design & development in commercial environment
- Scrum
- Software life cycles.
- Real time, large scale & safety critical systems
- Requirements engineering processes
- UML

QUALIFICATIONS

Buckinghamshire New University 2010 - 2014	**Bsc (Hons) Games Development** *First Class Honours*
Abingdon & Witney College 2008 - 2010	**BTEC National Diploma for IT Practitioners** (Software Development) *LEVEL 3 AWARD : DISTINCTION MERIT MERIT*
Abingdon & Witney College 2007 - 2008	**BTEC First Diploma for IT Practitioners** *LEVEL 1 AWARD : MERIT*
Burford Secondary School 2002-2007	*Maths (B)* *English Lang (C)* *English Lit (C)* *Double Science (CC)* *Engineering (CC)*

WORK EXPERIENCE

03/2016 – Present	**Software Developer**
	Softpauer Global Limited

Software Developer
Softpauer Global Limited

Developing applications for IOS, Android and UWP.

One of the programmers behind the Official Formula One Application, working with the rest of the team to implement new features, performing general maintenance tasks and write documentation. I primarily work on our core C++ codebase, but at one time or another have had to implement features in both Objective C and Java for IOS and Android respectively and more recently as we moved away from OpenGL to web based solutions, Javascript.

Additional to the development of the F1 app we are also responsible for the live timing service provided on Formula1's website for which I have have some involvement more notably towards fixing bugs as this system is mostly unchanged since I have been working here.

We have had some more recent R&D work involving Unity 3D which I have been responsible for. Though I'm not sure I can mention much more than this.

Apart from my general development tasks, I have been responsible for at one time or another ensuring that operations run smoothly over the race weekend. During a race weekend we have a live service which users can connect to. For which prior to a session we need to prepare and start servers for both our app and web services we have out primary servers currently on both windows and Linux boxes and additional to this we start up a number of AWS instances to handle volume.

01/2016 – 03/2016

Production Operative
DFX Technology

Convention assembly & hand soldering. We received boards from the SMT(Surface Mount) department with surface mounted components already fitted, whereby we would proceed to add any of the larger through hole components to the boards and put them through flow. Once the board was flowed we would inspect the board for defects, missing components and perform any repairs that were necessary. Next we would add any additional components that were unsuitable for flow, by hand. This mostly involved the screen boards which were soldered directly onto the main motherboard of the controller unit. Finally the complete boards would be vanished, Programmed(EEPROM Programmer), calibrated, cased and pre calibrated temperature probes would be attached. Units were tested at several stages in the process, this would usually include multiple tests by persons, possibly while calibrating and a longer soap test of units. My short time here was a distinctively educational one.