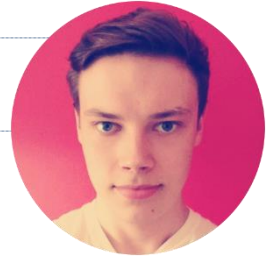# SAUL RENNISON

Email: im@saulr.me Website: saulr.me Skype: saul.rennison

SUMMARY

I am a programmer based in the UK with vast experience in game development (specifically multiplayer networking, C++, and Valve's Source engine) and web development (Django, HTML, JS, CSS). Highly motivated, creative and versatile software engineer with a disciplined approach to work and proven ability to learn new technologies fast.

I freelance when available and regularly contribute to voluntary projects. I believe that anything worth doing is worth doing right and consistently deliver results that surpass my clients' expectations.

EDUCATION

2012 — present	**University of York**, BEng Computer Science
2010 — 2012	**St. Mary's College**, Blackburn (A level) Mathematics **A***; Physics **A***; Computing **A***; AS Chemistry **A**; AS Further Maths **A**
2005 — 2010	**Blessed Trinity RC College**, Burnley (GCSE) Mathematics **A***; English Language **A***; English Literature **A***; Physics **A***; Biology **A***; DiDA **2 x A***; Chemistry **A**; Electronics **A**; History **A**; RE **A**

EXPERIENCE

2012 — present	**Software Development Contractor**, Senior Aerospace Weston (Python, HTML, CSS, JS) seniorplc.com/aerospace, westoneu.com
	Weston is a multinational manufacturer of complex precision components for the commercial aerospace market whose primary customer is Rolls-Royce. I was responsible for replacing the Quality Assurance team's old database with a new streamlined management system to manage all workflows and record all communication with their customers and suppliers. I was also responsible for in-house development, deployment and migration.
2012 — 2013	**Technical Officer**, Goodricke College (voluntary, Linux sys admin, PHP, HTML, CSS, JS) goodricke.co.uk
	Alongside three other officers, I was responsible for the upkeep and updating of the college's student body's servers and websites, display screens across campus, and required for technical support and assistance. For next year's incoming undergrad students, I will be responsible for the development of a website to manage freshers' week.
2011	**Web Development Contractor**, New York Shop Exchange (Python, HTML, CSS, JS) newyorkshopexchange.com
	During the launch period of NYSE, I was tasked with developing and extending a large Django site alongside six other developers. I independently wrote and implemented wrappers for several REST APIs such as Facebook, Twitter, OnlyWire and Clean Speak. The code used for the latter is now featured as official example code in the API's documentation. I was involved in developing aspects of the payment system, asynchronous task management and front-end development.

2011 — 2013	**Game Programmer**, CSProMod (voluntary, C++)
	cspromod.com

CSProMod is a project whose sole objective is to bring Counter-Strike's competitive community to Valve's Source engine. I joined the team in April 2011 and personally researched, designed and implemented advanced AI players, improved graphical effects for the game, network protocol optimisations, and fixed hundreds of bugs.

2009 — 2011	**Game Engine Programmer**, The Axel Project (voluntary, C++)
	theaxelproject.com

The Axel Project introduced me to industry-leading game engine architecture, advanced mathematics, and broadened my knowledge of client-server networking and real-time rendering. I was a programmer involved in working with Valve Software's game engine code leak of 2003, which was originally broken in many aspects. I personally researched and implemented a multitude of new features that matched Valve's official engine.

2008 — 2009	**Programmer**, GunGame: Python (voluntary, Python)
	gungame-python.googlecode.com

I was a programmer for the most popular game mode for Counter-Strike: Source alongside two other coders. I was personally involved in designing the code architecture and API. This project was my first experience of working in a small team, developing from the ground-up, to release a game mode to a large fan-base.

SKILL SET

Windows and Linux sysop experience	Extensive project management and version control system experience (JIRA, Redmine and SVN, Hg, Git)
Network protocol programming	
Microsoft Visual Studio	Strong debugging and analytical skills

Valve Source Engine	Windows API	VB.NET
Steamworks	DirectX	PHP
Django Web Framework	jQuery	HTML5, CSS3, JavaScript
Chromium Embedded Framework	C++	Python

REFEREES

Prof. Richard Wilson, University Supervisor
richard.wilson@york.ac.uk
Department of Computer Science
Deramore Lane
York
YO10 5GH

Nigel Lofthouse, Quality Manager
NLofthouse@westoneu.com
Weston EU
West Craven Business Park
West Craven Drive
Earby
BB18 6JZ