Ian Copland : Software Engineer

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About Me

I am a software engineer who is passionate about programming within the games industry. In particular, I am interested in game engine architecture and graphics programming.

Currently, I am Lead Technology Programmer at Tag Games - a mobile game developer based in Dundee, Scotland. I have worked on a number of mobile titles while there and have spent the last two years working on the ChilliSource game engine and other internal technologies.

It is my goal to continue to develop a career doing what I love. I constantly strive to improve myself in all aspects of programming and game development by keeping up to date with current practices and trying new techniques.

Skills

Languages	C, C++, C#, Objective-C, Java, Python, and several others I use less frequently. I have extensive knowledge of C++11 and have dabbled with 14.
Graphics Techniques	Skinned animation, shadow mapping, various lighting techniques, glow effects, cel shading, Sobel filter edge detection and others. I have implemented both forward and deferred rendering systems.
Graphics APIs	OpenGL, OpenGL ES and DirectX.
Development Practices	Agile development, code reviews, GitFlow, continuous integration, test driven development, object oriented programming, data oriented programming, concurrent programming and functional programming.
Applied Mathematics	Good knowledge of vector and matrix algebra and dynamics.
Tools and IDEs	Visual Studio, Xcode, Eclipse, Git, SVN, Jira, Crucible, Stash and Jenkins.

Experience

Lead Technology Programmer, Tag Games Ltd: 2013 – Present

For the last two years I have lead the development of the ChilliSource game engine. In addition to designing and implementing engine features, I review and manage all additions made by other team members. I am also involved in the development of other internal technologies, including our game "Backend as a Service" platform.

Gameplay Programmer, Tag Games Ltd: 2010 – 2013

During my first three years at Tag Games I worked primarily on game projects, including Might & Magic: Clash of Heroes and Doctor Who: The Mazes of Time. Talking Poppet was the first project on which I was Lead Programmer and during its development I was able to trial and introduce new development practices to the company, including code reviews.

Graduate Software Engineer, Realtime Worlds: 2010 – 2010

At Realtime Worlds, I worked off-site at the University of Dundee working along-side academic researchers to improve the technologies in Project: MyWorld.

Qualifications

BSc (Hons) Computer Game Technology, Abertay University: 2006-2010

I graduated with an upper second class BSc (Hons) in Computer Game Technology in 2010.

Hobbies and Interests

Guitar	I love to play my electric guitar and my new Taylor 214ce acoustic.
Taekwon-do	Martial arts have fascinated me ever since I studied Shotokan Karate in my teens. More recently, I have been taking Taekwon-do classes.
Reading	Reading is one of my favourite pastimes. I particularly enjoyed the Sherlock Holmes short stories and the novel Catch-22.

Personal Details

Date of Birth	13th April 1988
Nationality	Scottish
Driving Licence	Full, Clean

References

References are available on request.