JAMIE SLOWGROVE
SOFTWARE PROGRAMMER

Portfolio: www.jamieslowgrove.co.uk

I am a graduate from Bournemouth University with a MSc in Computer Animation and Visual Effects and a BSc in Games Programming with First Class Honours. I am currently working as an Assistant Technical Director and have worked on films such as Fast and Furious 9 and Venom 2.

EXPERIENCE:

DNEG [August 2019 – March 2021] – Assistant Technical Director:
Whilst working at DNEG as an Assistant Technical Director I have:
- Worked on multiple shows including Fast and Furious 9, Venom 2 & Horizon Line.
- Worked in tandem with other developers on a tool in Maya where I worked on the front-end UI using PyQt, whilst they worked on the backend for the tool. I also have worked on other tools and scripts to assist workflows.
- Communicated with all level of artists from juniors to supervisors.
- Handled support JIRA tickets and managed triaging new tickets to various departments depending on where the ticket was for.
- Was responsible for using DNEG tools to make nuke scripts and assets compatible with vanilla versions of their software for an entire show for a client delivery, along with managing their file sizes in order to fit the data on the provided hard drives. Along with this, I had to write scripts to help aid in batching the process to have the data ready in time for the delivery and manage server space for the show, so that the needed data from other sites could be transferred to the local servers without overloading them.

TECHNICAL SKILLS

Programming Languages:

High experience:
C++ (5 years of experience) & Python (4 years of experience, including 1 year of industry use)
Other experience:
HTML, CSS, Java & C#

Tools & Software:

Git, Maya, Houdini, Unity, Renderman (via Python), Doxygen, Linux, JIRA, Clarisse, SDL (C++ library), OpenGL (C++ using SDL as a framework), QT (C++ library and Python using PyQT), ImageMagick (as a subprocess launched from Python)

EDUCATION:

Bournemouth University [2018 −2019] - MSc Computer Animation and Visual Effects:
Awarded a Master of Science Degree with Merit in Computer Animation and Visual Effects.
Covers Animation Software Engineering (including using C++, Qt & Linux), CGI Tools (including using Maya & Houdini), CGI Techniques, Simulation and Rendering (including using the RenderMan API with python) and a group project that is shared between the three master's courses and as such requires working with animators and artists to create a finished animation.

Bournemouth University [2013 −2017] - BSc (Hons) Games Programming:
Awarded a Bachelor of Science Degree with First Class Honours in Games Programming.
Covered the use mathematics in computer graphics, C++, Object Orientated Programming, AI techniques for games, C++ for Android development, OpenGL, Physics in games, graphics pipelines, parallel programming with OpenCL, Simple Ray Tracing and Game Engine Programming including writing a C++ game engine from scratch using OpenGL and SDL.

OTHER WORK EXPERIENCE:

Currys PC World [December 2017 – July 2019] – Sales Consultant:
Working as a Sales Consultant at Currys PC World I had to work as part of a team, know all about the latest technologies, interact with representatives from companies such as Microsoft and Samsung and be able to explain technology to people in a way that people with less knowledge about technology could understand.

Telemisis Ltd. [October 2015 - July 2016] – Placement Student:
For my placement year at university I went to work for Telemisis Ltd, which is a company that specialises in remote monitoring and control solutions for businesses. I spent the first half of the placement working on updating a python script that tested newly created circuit boards for telemetry units to makes sure that they were in working order. I then went up to the factory where the boards were made and installed the script on the machine there. The second half of the year was spent working on a front-end UI program written in C++ for use with a Java program that simulated telemetry units for testing the databases.

ACHIEVEMENTS:

✓ As part of a 48-hour game jam my team came in 1st place and won a £250 Amazon voucher.
✓ During my second year at university, I was a PAL leader which meant I was paid by the university to run weekly sessions for first year students to help them with their studies.

REFERENCES:
Can be provided on request.