

# Ian Copland : Programmer

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## About Me

I am a computer game programmer currently working at Tag Games Ltd in Dundee. While there I've worked on several projects including Tag's in house multi-platform game engine and a game based upon the BBC's popular Doctor Who franchise. At Tag I develop mostly on the iOS and Android platforms.

I also like programming in my spare time, usually working on smaller tech demo projects. However I am currently working on a game and a game engine side-by-side for Windows Phone 7. I enjoy almost all aspects of programming however I have a particular interest in physics engines, graphics programming and engine design.

## Skills

- **Languages** C, C++, C#, Objective-C, Java, Maxscript and others.
- **Game Engines** Unity, XNA Game Studio and Ogre3D.
- **Platforms** iOS, Android (Java and NDK), Windows Phone 7 and Windows.
- **Graphics APIs** OpenGL and DirectX 9.
- **Development Environments** Visual Studio, Eclipse and Xcode.
- **Applied Mathematics** Strong matrices, vectors, dynamics, etc.
- **Development Methodologies** I have used Agile Development on several projects.

## Experience

### Tag Games Ltd, Software Engineer, 2010 – Present

While working at Tag I have worked on a variety of projects. I have aided in the development of MoFlow, Tag's in-house game engine. The Android platform side of the engine has been developed mostly by me. In addition to this I have also worked on the Android version of Doctor Who: The Mazes of Time and helped out on the iOS version. I have also worked on a couple of smaller projects and an as of yet unreleased title.

## **Realtime Worlds, Graduate Software Engineer, 2010 – 2010**

I was only working at Realtime Worlds for a few months when the company went bankrupt and I was made redundant. However I really enjoyed working there for that short time. I worked off site at Dundee University alongside academic researchers to try and improve upon the technology used in Project: MyWorld.

## **Qualifications**

### **BSc (Hons) Computer Game Technology, Abertay University, 2010**

I graduated from The University of Abertay Dundee with a Upper Second Class Bachelor of Science with Honours in Computer Game Technology. The following are the grades I obtained in my final year.

- Network Game Programming **A**
- Game Professional Awareness **B**
- Honours Project Execution **B**
- Honours Project Planning and Reporting **B**
- Advanced Game Technologies **B**

## **Hobbies and Interests**

- **Computer Games:** I enjoy playing a wide variety of computer games from core console games to casual mobile games. I especially enjoy online gaming.
- **Travel:** I like to travel to Spain and The Netherlands as my partner is half Dutch, half Spanish and has family there.
- **Reading:** I often read when I have time. My favourite novels are Terry Pratchett's books and Catch-22.

## **Personal Details**

- **Date of Birth:** 13<sup>th</sup> April 1988.
- **Nationality:** Scottish.
- **Driving Licence:** Full, Clean.

## **References**

References are available on request.