

JAMES CRESSWELL

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PROFILE

A hard-working and well-organized individual with over 3 years experience in programming computer games in C++ and an easy familiarity with scripting. Also worked with a variety of APIs and has knowledge in mathematics and physics as applied to games. Very keen to learn and gain further experience in all areas. Works well in teams and individually as the job requires

CURRENT WORK

Management Information Analyst – Play.com

December 2011 – Present

First point of contact for internal customers seeking data or reports from the Play.com database. Making extensive use of an implementation of OBIEE 11g 11.1.1.6.2 (referred to internally as "MI") to produce Business Intelligence reports and place them on organized dashboards for customers to self-serve information. I was the key player in organizing, documenting and updating the customer-facing side of MI when the team migrated from 10g to 11g and also was involved in the introduction of weekly BIPublisher bursts from the system. I also frequently use PL/SQL Developer for writing and running ad-hoc queries and work with Visual Source Safe to update and work on scheduled, stored procedures that are subject to change control processes. As a side-role, I serve as an administrator for an internally developed reporting tool and also maintain the security tables for MI

RECENT WORK HISTORY

Information Management Trainee - London Borough of Bromley

September 2011 – November 2011

8-week work experience placement, developing a Retention Scheme database using Access and VBA; SQL Server Management Studio and Sharepoint 2007. Advised the Corporate Information Manager in order to define the Scheme; designed and implemented a supported database system and collected the relevant information through one-to-one interviews.

Solution Advisor – MPCRESSY Office Solutions and Cube Storage LTD

Summer 2010

Worked with MPCRESSY on the development of an online Inventory Management System (IMS) for Cube. Presented the IMS to Transport for London as part of a larger sales pitch from Cube and RFS Installations for a storage and distribution partnership

KEY SKILLS

- Over three years in writing C++ in Visual Studio 2005 and 2008
- Integration of APIs such as OpenGL, Ogre 3D, OIS, FMod and PhysX
- Use of C# with XNA 2.0 and deploying to Xbox360
- Software Engineering and Debugging experience
- Knowledge of Mathematics and Physics as applied to games
- Game design, map creation and scripting experience in UnrealEd 2004 and with advanced source ports of Doom 2
- Presentation skills with and without visual aids

EDUCATION

- First Class BSc (Hons) in Computer Games Software Development
University of Bolton (2011)
- 3 B-C Grade A Levels (2008)
- 5 B-C Grade AS Levels (2007)
- 11 A*-B Grade GCSEs (2006)

OUTSIDE INTERESTS

www.phobus.servegame.com/doom

My portfolio website for hobbyist game design projects using modern source ports of Doom 2. These include community efforts and solo projects and have a cumulative total of over 75 maps, as well as scripting and custom made graphics and sound effects

Bromley Young Carers (BYC)

As elected chair of the BYC forum for multiple years I've held discussions and made decisions on events and activities that the charity organized for its members. I was also a frequent contributor to the newsletter and completed The Princess Royal Trust Media Training Course as a member of the group

Member of Bolton University Football Club for 2008/09

REFERENCES

David Jenkinson

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Craig Fortune

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