

## Alan David Hazelden

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CONTACT INFORMATION      Abbeywood      *Phone:*      07974 964688  
Avon Way      *E-mail:*      alan@draknek.org  
Stoke Bishop      *Website:*      www.draknek.org  
Bristol  
BS9 1SL

INTRODUCTION      I am a freelance programmer with a particular interest in game development and physics simulation. I have been developing games in my spare time for three years and have excellent C++ skills.

EDUCATION      **University of Warwick:** MEng Computer Science (First Class)

- Graduated July 2009
- Modules included mathematics, computer graphics and the design and analysis of algorithms
- Third year project: 2D physics sandbox  
    A 2D physics engine and sandbox written in C++.
- Fourth year group project: Large Polygon Collider  
    A 2D and 3D physics engine and sandbox written in C++.  
    I led the development team of five people as project manager, API designer and lead programmer.

PORTFOLIO      I have developed games in C++, Java and Flash, using a variety of libraries and tools. Every game I have created is available at [www.draknek.org/games](http://www.draknek.org/games).  
  
More information about my fourth year group project, the Large Polygon Collider physics engine, can be found at [lpc.draknek.org](http://lpc.draknek.org).

TECHNICAL SKILLS      C++, Java, PHP, Javascript, Perl, Actionscript 3.0, Linux, HTML, CSS, XSLT

EMPLOYMENT      **Jalfrezi Software**      August 2009 to present  
    Developed a multithreaded Java virtual machine for applications written in XSLT  
  
    **Saint Simeon Software**      August 2006  
    Developed a markup editor in Javascript for a custom bulletin board system  
  
    **Orpheus Cinema**      January 2004 to August 2008  
    Front of house assistant selling tickets and confectionary  
  
    **SARL Cyberporte**      June 2003 to December 2003  
    Developed a custom CAD package to design conservatory roofs using object oriented Perl

**SARL Cyberporte**

Work Experience June 2002

Developed and maintained websites for clients using HTML, CSS, SSI and Perl

EXTRA-  
CURRICULAR  
ACTIVITIES**Warwick Game Design**

- Events Officer 2007-2008
- Secretary 2008-2009
- Organised talks, competitions and other events
- Competed in termly 48 hour game development competitions in teams of two or three
- Led a development team of six people for a year-long game project
- Gave lectures on C++, game programming and physics simulation

**Warwick Juggling Society**

- Webmaster 2007-2009
- Taught workshops for beginner and intermediate ball and club jugglers

**The Assassins' Guild**

- Webmaster 2007-2009
- Secretary 2008-2009
- Organised and participated in games involving up to 50 people

**Charity fundraising**

- Hitchhiked to central Poland in 36 hours without spending anything in November 2008
- Sponsored head shave in January 2008
- Sponsored bungee jump in June 2006

## AWARDS

**Computer Science**

- IBM Student Recognition Award 2007 & 2008 for outstanding academic excellence

**A-levels**

- Bristol Lord Mayor's Award for Outstanding Educational Achievement 2005

**Mathematics**

- 9 certificates for success in national maths competitions and challenges, 1997-2004

## INTERESTS

Physics simulation, juggling, logic puzzles, reading, mathematics