

# Samuel Twidale

Hull – United Kingdom

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*Software engineer & video game developer*

## Selected Projects

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**Geometrize:** <https://www.geometrize.co.uk/>

**Werewolf Tycoon:** <https://samcodes.co.uk/werewolf-tycoon-1-press-kit/>

## Employment

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### Self Employed

*Programmer*

Contract programming, consulting, indie game development and open source software

**Remote**

*April 2012–Present*

### Optibrium Ltd

*Principal Software Engineer*

Extended StarDrop, Optibrium's flagship drug discovery software

Prototyped Idea Tracker, a set of microservices for cataloguing chemical compounds and associated metadata

**Remote**

*October 2021–August 2022*

### Vertual Ltd

*Senior Staff Software Engineer*

Extended VERT, Vertual's flagship radiotherapy training software

Mentored developers, oversaw and approved work, working remotely during and following the COVID-19 pandemic

**Remote**

*June 2021–October 2021*

### Vertual Ltd

*Senior Software Engineer and Project Manager*

Developed novel transportable and SaaS variants of VERT

Mentored developers and oversaw work, first at company offices and later remotely during the COVID-19 pandemic

**Hull/Remote**

*October 2019–June 2021*

### Vertual Ltd

*Software Engineer*

Extended VERT, developing treatment simulations of proton-based radiotherapy, with extensive use of DICOM etc...

**Hull**

*February 2016–October 2019*

### Stainless Games

*Game Programmer*

Maintained and extended the classic Carmageddon mobile ports for Android and iOS

Contributed to Carmageddon: Reincarnation and Magic 2015: Duels of the Planeswalkers

**Newport**

*August 2013–September 2014*

## Skills

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**Languages:** C++, Haxe, Python, Lua, Java, JavaScript, **Libraries:** Qt, Boost, MFC, SDL, OpenGL/GLSL, TypeScript, HTML...

OpenInventor, three.js, Cinder, OpenFL, HaxeFlixel...

**IDEs:** Visual Studio, VSCode, Xcode, Qt Creator, **Platforms:** Windows, OSX, Linux, Android, iOS, Web: HaxeDevelop...

HTML5, WebGL...

**Source Control:** Git, Svn...

**CI:** GitHub Actions, Jenkins, TeamCity, AppVeyor...

**Software:** Trello, JIRA, Slack, FogBugz, Trac, Mantis...

**Misc:** Familiarity with DICOM spec, mobile game design, QA techniques, continuous deployment...

## Education

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### University of York

*Computer Systems and Software Engineering, IEEE Accredited MEng, 2:1*

**York**

*2009-2013*

## Interests

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**Recreational Programming:** See repositories on GitHub

## Languages

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**English:** Native

*Technical writing and copywriting experience. Fast typist*

## Supporting Information

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**Code Samples:** See open source code on GitHub. Proprietary code samples available on request

**References:** Past employers, business associates available on request