

Samuel Twidale

Hull – United Kingdom

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Software engineer. Video game developer. C++ and Haxe programmer.

Selected Projects

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

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

Virtual Environment for Radiotherapy Training: <https://www.vertual.co.uk/>

StarDrop: <https://www.optibrium.com/stardrop/>

Carmageddon Ports: <https://www.amazon.co.uk/Stainless-Games-Ltd-Carmageddon/dp/B001CHPQ84>

Recent Employment

Optibrium Ltd

Principal Software Engineer

Extended StarDrop, Optibrium's flagship small molecule design and accelerated drug discovery software.

Cambridge/Remote

October 2021–Present

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

May 2021–October 2021

Vertual Ltd

Senior Software Engineer and Project Manager

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

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

Developed new transportable and remote access variants of VERT.

Hull/Remote

February 2016–May 2021

Stainless Games

Game Programmer

Maintained and extended the classic Carmageddon 1 mobile ports

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

Newport

August 2013–September 2014

Self Employed

Programmer

Contract programming work, indie game development and open source software

Remote

October 2012–Present

Computing Skills

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

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

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

HTML5, WebGL...

Source Control: Git, Svn...

CI: Jenkins, TeamCity, Travis, AppVeyor...

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

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

Education

University of York

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

York

2009-2013

Interests

Recreational Programming: See repositories on GitHub and the StackOverflow question triage toplist

Hiking: The Lake District is a favoured holiday destination

Languages

English: Native

With technical writing and copywriting experience. Fast typist

German: Basic

Studied through work and college

Supporting Information

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

References: Past employers, business associates available on request