# James Webb
## Software Engineer

+44 7837 273672
james@jdwebb.co.uk (PGP Key 0xF2F19AF8)

3 The Briars
Holmer Green
High Wycombe
Buckinghamshire
HP15 6XE
United Kingdom

## Education

**2010–2014**   **MEng Computing (Software Engineering), First-class honours**   Imperial College London

- Awarded **The David Howarth Group Project Prize** for excellence in the third year projects.
- Awarded **The Corporate Partnership Programme Award** for outstanding achievement in the final year.
- Achieved first class passes in all years. Project work has included leading the development of a program which produces a 3D simulation of the solar system and unix kernel development.

**2008–2010**   **A Levels**   The Henley College
**A\*A\*A\*a**

- Mathematics, further mathematics, computing and physics.
- Top in college for all subjects.

## Programing skills

- I have worked extensively with C++, C#, C, ASM x86 and HLSL. In this work I have also gained a strong knowledge of the Boost, Qt and DirectX libraries.
- Through university and other small-scale projects (such as freelance web design work) I have also gained experience with: HTML, Java, SQL, Haskell, Pascal and PHP.

## Experience

**2015-Present**   **Software Engineer**   Intel Corporation

- Developing C simulation model generators for DSP hardware designs.

**2008–Present**   **Lead Tools Developer**   SWGEmu (Registered NPO)

- Worked with a team of 10+ core developers on joint and individual projects
- Wrote a multi-threaded, cross-platform 3D engine from scratch in C++ featuring.
- Implemented advanced, mathematically intensive shaders in HLSL

**2013**   **Software Engineer (intern)**   Altera Corporation

- Worked with the DSP Builder team to develop a MATLAB plugin which generates C/C++ code to simulate the execution of HDL programs on FPGAs.

## Interests

I have a strong interest in the realistic rendering and simulation of atmospheric scattering, terrains and oceans as well as procedural generation. I also enjoy programming synthesisers and audio plug-ins, reverse engineering x86/x64 assemblies and landscape photography.

References and extended CV available upon request.