Michael Wareham

Flat 20 Harbour Ridge, 163 Queen Street, Portsmouth, PO1 3HT Mobile No: 07791 880 185

mike@mwareham.com

www.mwareham.com

PROFILE

A well motivated, adaptable and responsible student currently studying Software Engineering Masters degree seeking a career in the software engineering, with a computer related background and degree. Experience in retail has given me the opportunity to organise and time manage myself as well as others to achieve goals under pressure standing in as management when given the opportunity to do so. I enjoy working in a team or can be trusted to work alone with a clear and logical approach combined with the drive to see a project through to its completion. It is my intensive background in computers & retail that have allowed me to develop the problem identification skills required of day to day business combined with the interpersonal communication and social skills built through customer interaction in a heavy retail environment. In short, I am reliable, trustworthy, hardworking and eager to learn and have a truly genuine interest in developing software.

HIGHER EDUCATION

MSc Software Engineering - University of Portsmouth, Hants.

2011 - present

- Created Java application utilising OpenGL to visualise 3D spheres in a cube, with no previous experience of either language in a short time-span.
- Professional software testing and measurement applied to an open source project
- Created SQL database from an ERD to applying scripting language
- Identify and create programs using object orientated principles
- Project planning and management, use of GANTT charts, USE CASE diagrams and UML to outline a solution.
- Previous Experience with Waterfall (iPhone Application) and Agile (Game produced for a client) development methods.
- Requirements engineering, though elicitation, specification and validation
- Software validation and verification
- Software Engineering principles and standards

BSc (Hons) Computer Games Technology - University of Portsmouth, Hants.

2008 - 2011

- Creation of software utilising the most advanced techniques and technology
- Understanding of 3D model creation and application to media
- Ability to work in teams on real life scaled projects
- Development methodologies
- Artificial Intelligence, Robotic simulations
- Development on Playstation 2 & 3
- Creation of 3D prototype game using Unreal Engine
- DirectX projects

SKILLS

IT

Computer Technician – Experienced with Windows 98-Present, Networking Systems and hardware upgrades/repairs.

SQL Database - Able to create and follow through a project from case to implementation, through the creation of ERD and queries.

Adobe Collection – Competent in primary programs including Dreamweaver, Flash, Photoshop and Premiere which are used in majority of work.

Programming

C++,C#,Objective-C, Unrealscript, Java, OpenGL, Javascript

Microsoft Office – Experienced in all Office programs such as Access, Excel, Outlook, PowerPoint, Publisher and Word in all educational work.

XCode - Developed iPhone application for educational client

Unreal Development Kit (UDK) - Game engine scripted for university project.

Other Skills

Full Driving License as of January 2010

OTHER EDUCATION

Bournemouth & Poole College, Bournemouth, Dorset.

2006 - 2008

BTEC National Diploma for IT Technicians: Triple Distinction

EMPLOYMENT HISTORY

Stock Replenishment (Part-Time) - Sainsbury's, Portsmouth

2008 - Present

- Ensuring deliveries are dealt with
- Managing entertainment section
- Sub delegate jobs to other members of the team
- Work stock out to deadlines and manage back stock ordering in emergency stock

ADDITIONAL INFORMATION

Computing

- Created portfolio website which details all my projects
- Part of Pallet Loader Xbox live arcade game development team
- Created Think-Link application for iPhone.
- Programming Create small games online and work on game modifications
- Creating small websites for family members and businesses
- Fixed and upgraded and built computers for friends