

## Generalist Programmer

A young and ambitious programmer with a track record working on a wide variety of tasks, without close supervision. Brian has worked on both front-end and back-end technologies using Unity/C#, C++, Python and native Android/iOS (to name but a few) on Windows, Mac and Linux Servers, in a commercial setting since graduating, aged 20, from Abertay University.

Quickly establishing himself as an essential member of the team, Brian has already become responsible for communicating with clients/external partners, providing overall estimates for project lengths, systems design and is involved in interviewing and selection for the programming team.

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## Languages

C++ (5yrs)    .NET(VB/C#) (7yrs)    Java (2yrs)    Web Dev (JS/HTML/CSS/PHP/SQL) (8yrs)

## Tools/Environment

Visual Studio 2005-2013    Eclipse IDE    Unity, MonoDevelop    gcc, gdb, make  
Git, SVN, Mercurial command line    Code::Blocks    TortoiseSVN, TortoiseHg

## APIs and SDKs

Android SDK    OpenGL    DirectX    Marmalade SDK  
RakNet    WebRTC    Twisted Matrix    Playstation Mobile

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## Play to Cure: Genes in Space (Unity: iOS/Android)

A "serious game" for Cancer Research UK developed with Guerilla Tea, Genes in Space lets you analyse genetic data simply by playing to assist research into a cure. My responsibilities centred around the backend API development and data analysis, although I was also involved in front end development. Later in development, I took significant responsibility for client communications, particularly around test distribution, feedback and server testing and deployment.

## Knux (Unity: iOS; C++: Linux Backend)

Knux is part of an innovative service being developed by a client - with heavy reliance on networking I was the solo programmer on this project developing a Unity client and a C++ rUDP backend relying on RakNet on Linux. I was again involved in directly communicating with the client as a technical expert to assess their requirements and make recommendations.

## Metal Hammer: Roadkill (Unity: Android/iOS)

Roadkill is the first major product of the new games division of Team Rock, this was a project rescue for Guerilla Tea working as a full team with an existing, expansive code base. We had to turn around the project very quickly and with a great deal of transparency to build trust with the client. Now released the product is expected to be supported with additional content and updates for the long term.

## Buy Now (Unity: Android; C#: Windows Twitter 'bot'; ASP: Azure API)

Buy Now was a game jam entry created as part of a two person team consisting of myself and an artist. For the jam theme 'Is it Broken?' we tasked the player with purchasing a drink from an Android based vending machine, a challenge that sees you taking to our Twitter Customer Services to win.

See more at <http://brianbea.com/Portfolio>

### **Guerilla Tea (Sep 2013 - present)**

#### **Programmer**

Responsible for the implementation of a wide array of front and back end technologies, project scheduling, working with clients and working without direct supervision.

### **Abertay Union (2011 - 2013)**

#### **Entertainments Staff**

Responsible for arranging audio equipment and furniture for events, also handled social media, digital brand protection and developed FB Apps and Strategies.

### **University of Abertay Dundee Students' Association (2011 - 2013)**

#### **Executive Officer and Trustee**

Responsible for the day to day operation of the SA, running of campaigns and handling SA social media and web development.

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### **University of Abertay Dundee (2009-2013)**

#### **BSc (Hons) Computer Games Technology (Upper Second)**

Pathfinding in Games & Agile Dev. (A), Graphics Programming (A), Computer Operating Environments (A), Emergent Technologies (A), Prototype Game Dev. (B), Applied Mathematics (B)

Passed Second Year with Distinction (First Equivalent), Third Year and Final Year with Upper Second

### **Harlaw Academy (2004-2009)**

Scottish Highers - AABBB incl. Mathematics and Computing  
Standard Grades - 7 at Credit Level

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### **Volunteering**

Particularly over the past year or so I've felt a desire to do what I can to encourage people from every background to be inspired by a career in Technology and so have taken to volunteering my skills.

I predominantly work with the STEMNET STEM Ambassador Scheme through my regional organisers at Dundee Science Centre. For the past half year I've also taken to running a CoderDojo out of the Central Library, with the support of work colleagues and students from Abertay University. I also recently assisted at the BAFTA Young Game Designers competition providing code mentorship.

### **Jams**

As you may see in my portfolio, I love a good game jam, having already taken part in Global Game Jam this year and last - I've also joined the Storyworld Jam held by Abertay Students, the 'Jump Jam' organised by Abertay University's Game Lab alongwith an invited group of notable alumni and skilled students and most recently returned to Abertay once more for their Game Development Society's first physical jam.

**References are available upon request**