

Steve Salmond

Software Engineer

www.stevesalmond.com

📍 Auckland, New Zealand

📞 (+64) 021 026 09781

✉️ steve.salmond@gmail.com

CORE COMPETENCIES

Software engineering
Realtime 3D graphics
Usability / UX / UI
Game engines (Unity 3D, Unreal)
Game design
Mobile app development
Tooling and content workflows
Networking and security
Scalable systems

EDUCATION AND CERTIFICATIONS

Masters (HCI)

Human-Computer Interaction
Carnegie Mellon University
Pittsburgh, USA

BSc (First Class Honours)

Computer Science
Auckland University
Auckland, New Zealand

Certificate in Graphic Design

Auckland Institute of Technology
Auckland, New Zealand

LANGUAGES

C, C++
C#
Java
JavaScript/HTML/CSS
CoffeeScript
ActionScript
Lua
Python
Haskell

EXECUTIVE SUMMARY

Software engineer with over 15 years of programming experience in various languages and environments. I have particular expertise in realtime 3D, UI/UX, scalable web and mobile application development, and a strong grasp of the fundamentals of good software design. I love nothing better than to work with a talented team on an exciting technical and creative challenge.

PROFESSIONAL EXPERIENCE

Outsmart Games Ltd.

Senior Developer, Auckland New Zealand, 2007-2016

Senior software engineer for SmallWorlds, an online virtual community with over 10 million registered users. We developed a rich graphical client that runs in the browser, and a highly scalable backend. We also created several mobile games, and recently greenlit and released an Early Access title on Steam - Blood Gate, an action-puzzler RPG.

Virtual Spectator

Software Developer, Auckland New Zealand, 2003-2007

Created realtime 3D viewing applications and TV graphics for sporting events such as the America's Cup, Volvo Ocean Race and World Rally Championship. Spectators were able to tune into live virtual coverage thanks to GPS data streams from custom onboard units.

Devious Creations

Game Developer, Auckland New Zealand, 2002

Our team of six created a 3D game engine prototype featuring realistic outdoor environments, sophisticated character animation and physically simulated special effects.

Liquid Edge Ltd.

Game Developer, Auckland New Zealand, 2000-2001

Liquid Edge developed an innovative sandbox game, RoboForge, featuring gigantic user-created robots battling for supremacy in online tournaments. My responsibilities included UI design/coding, AI, realtime 3D graphics and networking. RoboForge was released in May 2001 to excellent international reviews.

LANGUAGES

C++ (5+ years)

We used C++ to develop our own in-house 3D engine at Virtual Spectator, as well as maintaining existing tools and systems. The engine was used to convert GPS data streams into realtime 3D graphics for live TV coverage of various sporting events - sailing and motorsport. I also have recent C++ experience from working on an upcoming Unreal Engine title (Goblins of Elderstone).

C# (5+ years)

Our team released several mobile titles to both iOS and Android using C# and the Unity 3D engine: Gopher Launch and Roost Riders. More recently, we released an action/puzzler RPG title, Blood Gate, to Steam (currently in Early Access).

Java (5+ years)

I've used Java throughout my career. Roboforge was developed in Java, and we use Java extensively for our backend work at Outsmart Games. I have designed and implemented a number of highly scalable server-side systems over the years, particularly during my time on the SmallWorlds project.

JavaScript/HTML/CSS

I've worked with JavaScript and related web languages extensively at Outsmart, and have also created a number of websites for various personal projects. I'm extremely interested in further developing my knowledge of web technologies, and would love to become a fully-fledged expert in this field.

HONOURS AND AWARDS

- **First Class Honours** in Computer Science (1997)
- **Annual Prize** for best work in Computer Science (1997)
- **1st place team** in New Zealand Programming Competition (1996)
- **Senior Prize** in Computer Science (1996)
- **Certificates of Distinction** - Physics, Statistics, Calculus (1994-6)
- **ASB Bank Top Scholar Award** (1996)

REFERENCES

Darren Green

Co-founder and CEO of Outsmart Games

darren.green@outsmartgames.com

Nathan Smith

Solutions Architect at EROAD

nathgs@gmail.com

Jim Williams

Senior Software Engineer at Kinetic Engineering Design Ltd.

jim.williams@slingshot.co.nz