

Alasdair Morrison

UI Developer

// Profile

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Alasdair Morrison

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Website

www.alasdairmorrison.com

// Projects

Help Me over Coffee (Ionic)


ProductivePDF (ObjC)

pyNESAssembler (Python)

ENIGMA (C/C++)

// Social

github.com/amorri40

@amorri40 

blog.alasdairmorrison.com

// Career

July 2014+ **JP Morgan Chase - Senior Associate - UI Dev**

Currently love working at JPMC, where I have had the opportunity to develop 3 UI projects from scratch in NodeJS, Angular & React. Along with being the sole developer for 2 of those projects, managing client requirements and delivering a quality product.

Oct 2013- June 2014 **Kana (A Verint Company) - Software Developer**

Really enjoyed working at Kana, where I have had the opportunity to develop an Eclipse Plugin to help the support team more effectively distribute patches to the customer. Along with gaining valuable experience with Groovy, Oracle, SQLServer, Jboss and Web Technologies.

// Education

Sept 2012- Sept 2013 **Glasgow University** Msc Computing Science with merit

Sept 2007- Sept 2011 **Glasgow Caledonian University** 1st class BSc (Hons) Computer Games (Software Development). Was awarded a **distinction** for my third year of University.

// Charity Projects (Force For Good)

Oct 2016- May 2017 **Charities Trust Web App (ASP.net) - Technical lead** Currently developing 2 web applications for the charity "Charities Trust". One for "SponsorMe" and another for "MyGiving Account", both are being implemented in Asp.net Core (c#) and **Angular 2** (Typescript).






Oct 2015- May 2016 **Charities Trust Mobile App (Ionic) - Technical lead** Technical lead for an Android/iOS application which allows users to manage their Payroll Giving. We successfully delivered both an Android and iOS application, the Android application is currently in the Google Play Store.

// Key Skills

Languages

Java 
C/C++ 
Python 
Objective-C 
C# 
JavaScript 
Web (HTML, CSS, PHP) 

Platforms

MacOSX (XCode) 
Linux (Netbeans) 
Windows (VS2010) 
Android (Eclipse) 
iOS (Xcode) 

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// About Me

I enjoy experimenting with new technology and I have been programming various games and projects since the age of 10. In my spare time I work on various Open Source Projects on Github and love experimenting with new programming languages. I'm eager to learn and often watch development videos from various conferences and read programming and design books. I love working with people especially creating software, which brings real benefits to people. I have recently started running and aspire to someday be able to run a marathon.

Books I enjoy

Hackers and Painters
by Paul Graham

Code Complete
by Steve McConnell

Effective Java by
Joshua Bloch

The Design of Everyday
Things by Donald Norman

JavaScript - The Good Parts
by Douglas Crockford

Design Patterns
by Gamma et al.

// Relevant Projects

Web, C++, ObjC SmartDebugger

Closed Source

SmartDebugger is the future of 'in-field' debugging tools. This project started as my Msc project as a way to visualise common coding problems for debugging. The front-end is developed using web technologies, while the back-end is developed using the Clang plugin library for C/C++ parsing. The project aims to cut the time developers spend fixing bugs, through the use of adaptive logging techniques developed throughout the project.

C++, Java, ObjC ENIGMA

Open Source (GPL)

ENIGMA is a game engine that aims to become the main 2D game engine for rapid game development. I have been part of the project for many years now as a hobby developer and I maintain the MacOSX port along with numerous other features throughout the years. Due to increasing demand I am currently leading a port of the engine to iOS and Android devices with HTML5 coming later this year.

ObjC, Cocoa ProductivePDF

Open Source (BSD)

A Mac PDF Text To speech application for quick reading of PDF files, ideal for quickly taking notes on academic and technical papers which ProductivePDF reads the text aloud at high speeds. Too slow at reading? Find your mind wandering when reading boring documents? Find it hard taking notes? This application is for you!

// References

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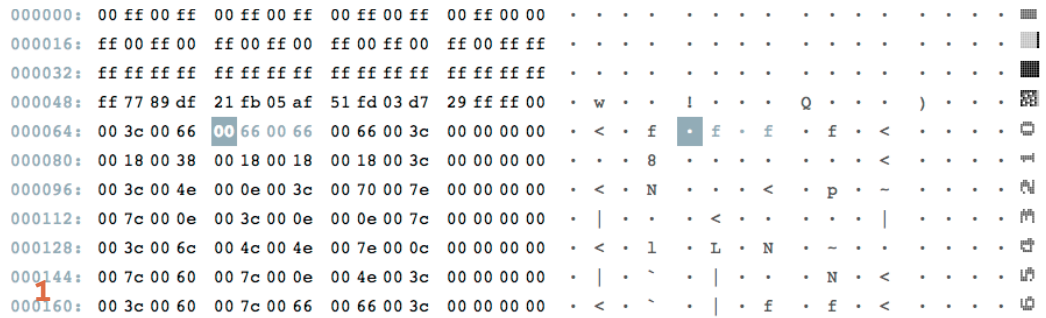
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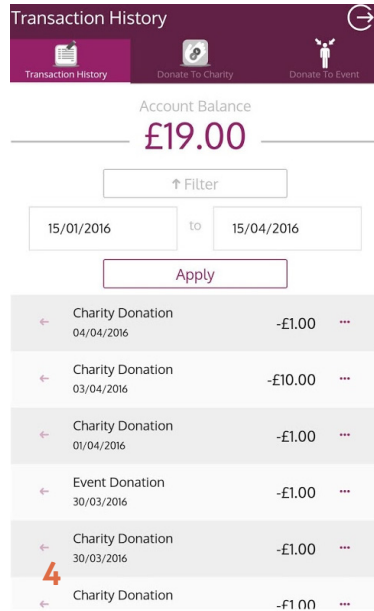
1. React Hex Editor

Binary file Hex editor and Tile Visualiser developer in ReactJs.



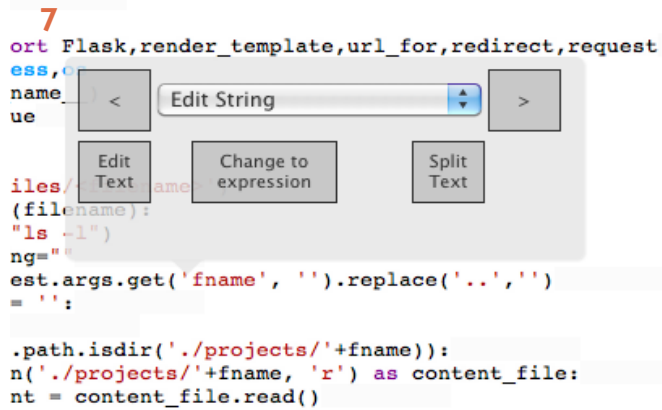
2. Falkrik CT

iOS and Android app written in Ionic for the charity Falkirk Community Trust. It brings Augmented Reality to the Falkirk park. Coming Soon May 2018.



3. Enigma

Game Engine that compiles games straight to C++. Screenshot is from game I ported to Android and iPhone. Written in C++ and Java. <http://www.enigma-dev.org>



4. CT MyGiving

Developed for Charities Trust in Ionic (Angularjs) and now available on Android Google Play Store.

5. SmartDeBugger

Continuation of my Msc project, a Time-Travelling Debugger that dynamically adapts to app performance.

6. LateralGM

Open Source Game Editor that can open Game Maker files and provides the interface for the Enigma Game Engine. Written in Java.

7. CodeOnTheGo

Server-side code editor for programming on any internet connected device, which predicts user intention to reduce typing.

