

# Alasdair Morrison

Graduate Developer



## // Profile

### Name

Alasdair Morrison

### Address

17 Dumfork Road,  
Helensburgh,  
G84 7TN

### Phone

07731 119036

### Email


amorri40@gmail.com

### Website

www.alasdairmorrison.com

## // Social

github.com/amorri40

@amorri40 

blog.alasdairmorrison.com

## // Education

### 2012-2013 Glasgow University

Msc Computing Science, currently waiting to graduate

### 2007-2011 Glasgow Caledonian University

1st class BSc (Hons) Computer Games (Software Development).

Courses included: Mobile and Ubiquitous Computing (70%), Games Programming 3 (68%), Game Artificial Intelligence (80%), Software Processes and Practices (74%) and Honours Project (70%)

Was awarded a **distinction** for my third year of University.

### 2001-2007 Hermitage Academy

Advanced Highers: Computing (A), History (C)

Highers: Computing (A), Mathematics (B), English (C), History (C), Physics (C)

## // Relevant Programming Skills

### Coding Standards

Developed a coding standards document based on Google's style guide to help the team code effectively together during the Snow Tails project.

### Range of software & hardware experience

Ported the Enigma engine to a range of handheld devices and OS. Contributed to various Open Source projects utilising a wide range of different technologies.

### Project life-cycle experience

Developed solutions for various clients in the Integrated Project modules at University which were successfully completed using an Agile Methodology.

### Documentation

Developed extensive documentation for my Honours Java Soccer Engine project.

## // 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 and following on from the development community will be further developed into a world class tool. 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.

**Java, Web, Spring LateralGM/YetAnotherGM** Open Source (GPLv3)

LateralGM (LGM) is a game development environment that works on any OS, is feature-rich, small, and best of all, so free that you could even modify it and redistribute it. LGM is a group project written in Java, my code is used throughout the project, implementing various systems and fixing defects. Recently started a project called YetAnotherGM that aims to bring the advantages of LGM into an application that runs in the cloud. The project is developed with Spring Roo and Web technologies and will become a strong contender in the Game development tools market.

## // References

Quentin Mair  
Glasgow Caledonian University,  
Cowcaddens Road,  
Glasgow,  
G4 0BA

**T:** 01413318918  
**E:** Q.Mair@gcal.ac.uk

Brian McDonald  
Glasgow Caledonian University,  
Cowcaddens Road,  
Glasgow,  
G4 0BA

**T:** 01413318044  
**E:** Brian.McDonald@gcu.ac.uk

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## 1. LateralGM

Open Source Game Editor that can open Game Maker files and provides the interface for the Enigma Game Engine. Written in Java. <http://www.lateralgm.org>

## 2. CodeOnTheGo

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

## 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. GMBed

Website and Java applet which allows Game Maker games to be embedded in websites on Windows. <http://www.gmbed.com>

## 5. 39js

Networking library for Game Maker HTML5 based on the popular 39dll API. Written in Javascript.

## 6. Python RPG

Group project at University We were to design and implement an Object-Oriented system in Python.

## 7. Snow Tails

Dog Sled racing game based on the board game of the same name. Team project at University. Written using C# + Unity

