

# Adam Crossan

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## Profile

I am an artistically creative, technically proficient and adaptable software engineer, and I hold a BSc (Hons) in Computing Science from the University of Glasgow. I have worked as a web designer and content editor for several corporate sites, and as a Linux, network and database administrator. My recent work has included a variety of tasks ranging from systems analysis to report generation, corporate marketing and identity, and promotional film animation.

I combine low-level engineering abilities with a wealth of media design knowledge, attention to detail and organisational skills. In addition to web development, I've produced a range of 2D graphics, 3D rendered stills, and animation including architectural visuals. However, my true passion for computing has always been in game development.

I am very team-spirited, though also comfortable working on standalone, initiative-led projects. I balance driven development work with planning, design and documentation, and I'm thorough and exacting with written material and code alike.

## Work History

**November 2006 - present : LandLab Ltd. Public Art & Design Consultancy**  
(<http://landlab.org>) Network and database admin, hardware/software support, CMS system and website developer, CAD and 3D visualisation artist / animator. Skills learned include advanced Linux network setup, maintenance and administration, user training, and rapid software development to meet business needs on tight time-scales.

**Summer '02,'03,'04 - Feb '05, Nov '05-Nov '06 : A.H.R. Crossan & Co. Surveyors**  
Involved IT support, systems maintenance, systems analysis/database design and some CAD, as well as administration work, drafting, and handling client accounts by phone and in person.

**February 2005 - October 2005 : Atlas Personal Communications Ltd.**  
Web Development Role. This was a fixed-term project to redevelop Atlas' corporate web presence from scratch, working closely with the company's marketing director. The placement was part of Scottish Enterprise's Graduates for Business scheme, and was evaluated very favourably by both parties. (<http://www.talkatlas.co.uk>)

## Education and Qualifications

**2000 - 2004 University of Glasgow : BSc (Hons) Computing Science**

*Computing topics (in detail):*

Programming: Imperative, Functional and Object Oriented. Data structures and algorithms. Algorithmics, logic, discrete mathematics. Language design; compilers.

Low-level system (circuit & processor design, assembly) and CHDLs.

Human Computer Interaction, professional issues, project management.

Relational databases; database and internet technology. Interactive systems, web design & evaluation. Security & cryptography. Operating systems.

Advanced networking (Fourier transforms etc), comms architecture/technology.

Artificial intelligence, constraint programming, neural networks. Graphics processing.

*Large-scale projects:*

3<sup>rd</sup> year team project: (team of 5) an Othello artificial agent.

4<sup>th</sup> year (team of 3): an eBay-commerce website (Javascript, PHP, MySQL and JDBC).

4<sup>th</sup> year individual project (dissertation): a vector-imaging tool and GUI, for conversion of high-resolution scanned technical drawings.

*Other Subjects:* Number Theory & Cryptography; Chemistry; Mathematics

## Interests

I devote a lot of my free time to game programming, graphic design, and 3D character modelling. I work to stay current and open-minded to different technologies, for example in making C++/OpenGL demos and self-learning Python, but most of my projects are in Java. Amongst others, these include:

- *Realms of Ashana* - a 2D action/adventure game (for more details, see my website). While still incomplete, this currently demonstrates my broad knowledge of the fundamentals of game implementation, and includes a working run-time-interpreted scripting language, tiled graphics, A\* Pathfinding, procedural map generation, sprite frame animation, supporting tools (map/sprite editors) and other features.
- *Zephyr* - an 'xp' pair-coding project with a fellow Glasgow graduate, in which we created a vertical-scrolling shooter and introduced pre-rendered 3D into our graphics workflow.
- I have also created pre-rendered character/enemy animations and UV-mapped, rigged low-poly models for an indie mobile phone game, *Seven Seals*.
- I have many complementary tech demos as well, including a turn-based RPG combat system, tetris clone, and networked battleships graphical client.

My interest in mobile devices stems from a Dare to be Digital contest entry in spring 2004, in which I was the artist/graphics coder in a team of five. Our entry was ranked "close 7th" out of over 30 international applicants, with only 6 teams qualifying. I continued some of the artwork and made a basic one-screen tech-demo based on the concept.

I enjoy real-time strategy games and RPGs, and have several years' experience at level design and editing, mainly in Blizzard's comprehensive editors for StarCraft and WarCraft III, and Unreal Editor 2.

My recreational pursuits include drawing, painting, photography, creative writing, and reading; I'm also keen on cycling and karate. I have an old fantasy art page at <http://elfwood.lysator.liu.se/~crossana>, and my personal profile <http://acrossan.co.uk> contains more recent material, including most of my project demos.

## Summary of Relevant Software Skills

**Coding:** High productivity in Java (mainly J2SE); proficient in Python, PHP, C/C++. Prior experience in Ada95, Haskell, and some .NET; Visual Basic 5, Ruby, 8086 assembler and MIPS. I use SVN version control, Eclipse IDE and MS Visual Studio 2005, Express, etc.

**APIs:** OpenGL, SDL, PyGame, DirectX9.

**Graphics and Modelling:** High productivity in Photoshop CS and Blender; proficient with Paintshop Pro, GIMP, Inkscape, 3D Studio Max 6.

**Relational Databases:** MySQL, Oracle, JDBC, Access.

**Operating Systems:** All Windows & DOS versions; several Linux distros (mainly Ubuntu & Fedora), UNIX.

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