



Aidan Temple

Software Engineer

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Microsoft

Windows Games Ambassador

May 2014 This role is volunteer based and involves working
– present with student game developers to create highly polished games. Co-delivering content with Microsoft at events aimed at the gaming industry. As well as running workshops, speaking at conferences, and writing for blogs and magazines.

Nanotek

Game Developer

Dec 2013 This role involves developing & self publishing
– Sep 2014 games based IP for Windows Mobile and tablet platforms.

Ekvus Ltd

Software Engineer

Aug 2013 Responsible for the core development of Smots, a
– June 2014 series of applications used within the medical sector. Smots employs a client-server architecture in each of its applications and was built using an MVVM approach with C# and .NET technologies.

Packt Publishing

Technical Author

May 2013 This role involved the authoring of an HTML5
– Sep 2013 software development book. The book is a practical guide showing how to produce a game framework through the use of object-orientated programming using JavaScript and the HTML5 Canvas.



Sep 2014 Abertay University
– Present [MProf Games Development](#)

Sep 2010 Glasgow Caledonian University
– May 2013 [Upper Second Class BSc \(Hons\) Games Software Development](#)

Sep 2009 James Watt College
– June 2010 [HNC Computer Games Development](#)

Technical Skills

C#

Intermediate level

C++

Good working knowledge

Direct3D

Good working knowledge

Source Control

Practical experience using Git & Git Flow branching model

PhyreEngine, Unity3D, Visual Studio

Intermediate level

Windows Phone Development



Honours & Awards

International Game Developers Association
[Develop 2012 Scholarship](#)

Professional Member (MBCS)
[British Computer Society](#)

