

# Tim Angus

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UK

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## Profile

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A practical and pragmatic individual seeking a position as a software engineer. A veteran of the industry, with experience across a range of technologies and a wide variety of platforms. Consistent starter finisher, who has an eye for detail and the ability to get up to speed quickly.

## Experience

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|-----------|---|---|
| 2020-     | <b>Software Engineering Contractor</b>  | <a href="#">Johnson &amp; Johnson Innovative Medicine</a>     |
|           | <ul style="list-style-type: none"><li>• Ongoing maintenance and further development of <a href="#">Graphia</a></li></ul>  |   |
| 2014-2020 | <b>Lead Software Engineer</b>   | Kajeka Limited  |
|           | <ul style="list-style-type: none"><li>• Headed up development of Kajeka's next generation graph visualisation platform, <a href="#">Graphia</a></li><li>• Used C++17, Qt 5 and modern OpenGL techniques to render graphs of a size much greater than any competing tool, and in a dynamic fashion</li><li>• Insisted on the application of best practices, employing continuous integration and static analysis tools as appropriate, and performing code reviews prior to committing to source control</li></ul>           |   |
| 2012-2014 | <b>Lead Software Engineer</b>   | <a href="#">The Roslin Institute, University of Edinburgh</a> |
|           | <ul style="list-style-type: none"><li>• Development of tools for the creation of DNA sequence assembly graphs, utilising massively parallel servers, while providing a web based user facing interface</li><li>• Maintenance of the biological data visualisation tool BioLayout</li></ul>  |   |
| 2008-2012 | <b>Senior Software Engineer</b>   | <a href="#">Black Company Studios Limited</a>                 |
|           | <ul style="list-style-type: none"><li>• Video games programming outsourcing for a variety of clients involving original development, supplementary support and occasional porting work</li><li>• Developed bespoke portable mobile phone game engine using OpenGL ES2, SDL and OpenAL for use in customer titles as well as in house endeavours</li></ul>   |   |
| 2006-2008 | <b>Senior Software Engineer</b>   | <a href="#">Picsel Technologies Limited</a>                   |
|           | <ul style="list-style-type: none"><li>• Co-authored a video encoding platform aimed at extremely low bandwidth targets using C++</li><li>• Worked on the JavaScript, DOM and widget components of Picsel's mobile web browser application</li><li>• Worked on an extremely portable C based code base targeted at a wide variety of hardware platforms and operating systems, each with vastly different software development environments and compilers</li></ul>  |   |
| 2004-2005 | <b>Software Engineer</b>  | <a href="#">VIS Entertainment Limited</a>                     |
|           | <ul style="list-style-type: none"><li>• Developer on <i>Brave: The Search For Spirit Dancer</i> with responsibility for the memory card and front-end subsystems, managing <i>Technical Requirements Checklist</i> issues up until final submission</li><li>• Implemented a sophisticated hardware exception handler for use on VIS developed titles which drastically streamlined bug turnaround by identifying the cause of a crash early and without requiring manual intervention from the software engineers</li></ul> |   |

## Technical Skills

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- **Expert:** C, C++, Object Oriented Software Design, Parallel Programming, Optimisation, Cross Platform Development, Qt
- **Competent:** Objective-C, C#, Java, ECMAScript, Python, Shell Scripting, Graphics, Networking, Regex, JSON, YAML, Source Control, Continuous Integration
- **Working Knowledge:** Perl, PHP, HTML/CSS
- Historically experienced in working with most common Desktop, Server, Mobile and Gaming Console platforms

## Education

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1999-2003 **BSc(Hons) First Class in Computer Science**

[The University of Edinburgh](#)

**Dissertation title:** “A Real Time Profiling Tool with Three Dimensional Call Graph Visualisation”. This won first place in the 2003 ScotlandIS Young Software Engineer of the Year Awards.

**Modules Studied:** Architecture, Communication, Compiling Techniques, Database Systems, Design, Distributed Systems, Graphics, Languages Semantics and Implementation, Networking, Operating Systems, Security, Software Engineering, Visualisation

1993-1999 **High School Qualifications**

[Boroughmuir High School](#)

**CSYS:** Computing Studies

**Higher:** Chemistry, Computing Studies, English, Mathematics, Music, Physics

**Standard:** Art, Chemistry, Computing Studies, English, French, History, Mathematics, Physics

## Interests

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- Mountain Biking, Getting Outdoors
- Music, Playing Guitar
- Wood and Metal Work, Electronics, CAD/CAM/CNC, 3D Printing, DIY

## Personal Details

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Date of Birth: 21<sup>st</sup> April 1981

Driving License: Full