

# chris whitworth curriculum vitae

---

## personal details

10 Aldwych Avenue  
Rusholme  
Manchester  
M14 5NL

0161 224 8240 (land)  
07779 572349 (mobile)  
email [chris@parm.net](mailto:chris@parm.net)

Date of birth: 12<sup>th</sup> June 1979 (references available on request)

## academic

GCSEs: 4 A\*, 5 A, 2 B  
A levels: Chemistry - A; Maths - A, Further Maths - A; Physics - A

BSc(Hons) Computer Science: First Class (University of Manchester)  
Currently undertaking an MPhil in Computer Science: New Applications for SIMD  
Electro-Optic Devices (University of Manchester)

## previous employment

Norfolk County Council (Jun - Sep 98, Dec 98 - Jan 99)

My primary role was in assessing the risk the year 2000 problem would pose to the IT systems in the department, and researching, recommending and implementing a solution to any problems found.

John Innes Centre, Norwich (Jun - Dec 98, freelance)

I was employed as an external web developer for the Applied Genetics group, converting documents from a variety of formats to HTML, and integrating them into a easily navigable, coherent site. The role was primarily technical as the design of the site had already been decided by the centre.

Manchester Computing (Jun - Sep 99)

During the summer of 1999, I took part in a summer placement scheme at Manchester Computing, evaluating a new method for volume rendering medical datasets. I was coding using a combination of the OpenGL, Stereographics Stereovision and Silicon Graphics Volumizer APIs, and the XT toolkit library, across a variety of SGI machines.

Active High Ltd (Feb 99 - Summer 2001)

I have been, along with three others, a director of a small internet venture called Active High Ltd. We run the company in our own time, providing simple hosting services, as well as contract web design and site development, using PHP, MySQL, Perl and associated technologies. I have since stepped down from a directorial role, due to lack of time on my part, but I remain a shareholder in the company and still maintain the company website, and still do freelance design work for them.

## computing experience

### languages

I have several years experience of coding C and C++ on Unix and Windows platforms, using a wide range of APIs and toolkits, and a variety of development environments, in both a professional, academic and home environment.

I also have experience in coding in Perl, ARM assembler and Java, as well as limited experience in MIPS assembler, x86 assembler, SML, Lisp and Prolog.

Through personal projects and work with Active High, I have utilised a variety of web development languages and technologies, including HTML, PHP, Javascript, and server-side scripting in languages such as Perl.

#### A P I s / t o o l k i t s

I have used a wide variety of different toolkits and APIs, principally:

- Win32
- MFC and COM (limited)
- OpenGL
- DirectX7
- Xt/Motif
- Gnome/gtk+
- C++ STL

#### p l a t f o r m s a n d d e v e l o p m e n t e n v i r o n m e n t s

Platforms I have previously used include Windows, Linux, Irix, FreeBSD, SunOS, and Acorn RISC OS. My experience of these platforms has exposed me to a variety of development environments, in particular Microsoft Visual C++ 6.0, gcc under Unix and Norcroft C/C++ and the ARM assembler on ARM platforms.

I have over four years' experience of Linux/Unix systems, including two years' administration of Manchester University Computer Society's network.

#### o t h e r n o t e s

My third year project at university involved writing a networked, 3D first-person shoot'em up style game. I worked alongside a fellow student; my primary task was the design and implementation of the network model code.

I have a long standing enthusiasm for the games industry; not just limited to playing the games, I have been following the development of new technologies and game styles since the 1980s, and follow the industry closely today, through the internet and magazines such as Edge.

## e x t r a c u r r i c u l a r

#### E D S G r e a t M i n d s c o m p e t i t i o n

The EDS Great Minds competition is a national, inter-University business/IT competition. I have been part of the Manchester University team twice, and in our first year of entry, we placed third out of approximately 20 teams.

#### S o c i e t i e s

During my time at university, have been an active member of several societies: I was on the Computer Society committee for 2 years as the secretary and technical administrator, and still play an active role in the society today. I have also been involved with the Ceilidh Society (acting as nominal treasurer) and the Christian Union (where I regularly played in the band and sound engineered).

## m i s c e l l a n e o u s

#### m u s i c

I am a keen musician, and I play a wide variety of instruments: Piano (AB Grade 7), Guitar, Electric Bass and Tuba, and I also sing. I have some experience of studio technologies, including mixing, synthesis, sampling, sequencing, and effects, and also regularly run a PA system for small to medium scale events. I have been a member of several bands and ensembles, including a gospel choir, several small orchestras and a couple of indie/rock bands.

#### s p o r t

I enjoy climbing, sailing and skiing, as often as my free time and weather allow.

#### o t h e r

I have a full clean UK driving license. I have no criminal record.