CURRICULUM VITAE - Sam Deane

Personal Details

name: Sam Deane **date of birth**: 12th November, 1969 **nationality:** British
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Key Skills & Experience

I began learning to program some time around 1982, and had my first programming job in 1988. Since then, I've been exposed to a lot of different tools & techniques. I'm always interested in trying something new. Some highlights:

Present Day: macOS / iOS, Swift, Cocoa, Obj-C, Xcode, Instruments, Git, Jenkins.
Other Systems: Linux, Windows, Xbox 360, Playstation 3, PSP.
Other Tools: ProDG, Codewarrior, Eclipse, Perforce, Subversion.
Other Languages: Javascript, C/C++, C#, Python, Java, Ruby, Perl, Shell Script, AppleScript.
Other Frameworks: Carbon, .Net, OpenGL, DirectX, Django, Drupal, MFC, MacApp.
Esoteric Stuff: Dylan, Hypercard, SK8, mTropolis, Prograph, Miranda, Smalltalk, Occam, Assembler.

I have worked in many fields, including desktop applications, multimedia & education, games, systems, audio, client/server networking, cross-platform development and porting.

I enjoy designing applications, libraries, frameworks and architectures, as well as coding them. I also enjoy communicating my designs to others. I like to employ pragmatic and agile programming techniques whenever possible, and try to aim for elegance, simplicity and efficiency in design, code and user interface. I like to have fun along the way too, and to learn from the people around me.

Education

Computer Science BSc, 1st Class Honours, 1989 - 1992, Bristol University.

Department of Computer Science, University Walk, Clifton, Bristol BS8.

Interests & Goals

I am an active member of the OS X / iOS community, regularly attend conferences, and helped to organize monthly developer meetings when I was based in London. For three years I sat on the judging panel for the BAFTA Technical Innovation award.

I am a member of the board of directors at An Lanntair, the arts centre in Stornoway (this is an unpaid role).

I'm a big music fan, with eclectic tastes, and have played bass guitar in various bands over the years. I read a lot (both fiction and computer science literature), am interested in current affairs, and study Tai Chi. For my sins, I was a season ticket holder at QPR until I moved to the Outer Hebrides!

In the computer science field, my interests are broad. I'm particularly interested in how we go about creating better authoring tools and improving the development process – making it more dynamic, more efficient, more collaborative. I'm also very interested in user interface design and usability, new object oriented languages and artificial life.

My overriding goal is to learn and grow. I'm looking for the opportunity to do interesting, creative and original work with smart people.

Published Software

Mac / PC / XBox 360	iPad / iPhone
• Sketch (Bohemian Coding, 2012-17) • Sandvox (Karelia, 2012) • Ambientweet (Elegant Chaos 2011) • Neu (Elegant Chaos 2010) • Football Manager 2010, 2009, 2008, 2005 (Sports Interactive 2004-2009) • Championship Manager 4 02/03, 03/04 (Sports Interactive 2003) • Championship Manager 3 99/00, 00/01, 01/02 (Feral Interactive 1999) • Yatch (Elegant Chaos 1998) • Bookmark Thing (Elegant Chaos 1997) • Chaos Modifiers (Elegant Chaos 1997) • Drum / Noodle (Real World 1997) • Sophie's World (MMC/MacMillan 1997) • Training On CD Series (Quay 2 1996) • Le Carnival Des Animaux (ULTRALAB 1995) • Xploratorium Workrooms (ULTRALAB 1992)	• HebCelt 2012/13/14 (Elegant Chaos, 2012) • Bag It & Bin It (Wessex Water, 2011) • GQ Style Guide iPhone (TigerSpike, 2011) • TicketSource Express iPhone (Toolbox, 2011) • The Economist iPad (TigerSpike, 2010) • The Telegraph iPad (TigerSpike, 2010) • Say What You See iPad (Toolbox, 2010)

Employment History

2013 - 2017, Sketch (Bohemian Coding)

I worked on Sketch full-time from 2013 onwards, having previously contracted part-time. The change from one coder to a team is probably the biggest transition a software house encounters. As the second coder at Bohemian, I was instrumental in driving it. I introduced many practices, such as unit testing, continuous integration, improved issue tracking, improved modularisation of the code, code generation, feature branches, code reviews, upfront design & planning and proper QA. I also helped to map out and improve the architecture, substantially refactoring the model, and working on scripting, rendering, and any number of other areas.

During my time on Sketch the team grew from three to well over twenty people, and over time my role shifted towards technical oversight: leading on the overall architecture, performing code reviews, and driving standards. I also designed and implemented the in-house tools and build system.

2010 - Present Day, Elegant Chaos

During this period I contracted, and developed my own Mac, and iOS applications. Published examples include Neu and Ambientweet in the Apple Mac store, and Heb Celt in the iOS store. I also developed a substantial amount of open source code (github.com/elegantchaos).

Contracting work included Sketch, Sandvox, and Bag It & Bin It, The Economist iPad, The Telegraph iPad, GQ Style Guide, Say What You See, and TicketSource Express (iOS store).

Since returning to full time employment with Bohemian, my indie development has had to take a back seat, so most of my libraries and apps are currently in a holding-pattern or semi-retired.

2006 - 2010, Core Technology, Sports Interactive / Sega

Returning to Sports Interactive, I worked on our systems libraries and core technology, across all platforms (Windows, Macintosh, Linux, handheld and next generation console hardware). I refactored some internal libraries into smaller units and worked with all of our teams to improve code sharing.

I was heavily involved in company-wide technical issues such as coding standards, documentation, tools, hiring, and helped to create a core technology group. I evangelised modern programming

practices within the company, such as refactoring, test driven development, and the use of wikis to improve our documentation and communication.

2005 - 2006, Senior Programmer / Tools Lead, Sony London Studio

I worked as a systems and tools programmer on a PS3 action football title (in the Pro Evo / Fifa style), designing and implementing a C++ framework for the tool chain. This was hosted on Windows but capable of communicating at runtime with the game on the PS3.

When the systems and tools responsibilities were later split, I was given the role of leading the tools group, who were responsible for the tools framework, asset management and export pipelines.

2004-2005, Elegant Chaos

During this period I worked on a contract and consulting basis for a number of projects.

2001 - 2004, Senior Engineer, Sports Interactive

My role was concentrated at two opposite ends of the Football Manager / Championship Manager series – the low level libraries, and the user interface.

I redesigned and implemented the foundation and cross platform C++ libraries on which the game is built. This involved refactoring a large base of old code, modernising and simplifying it, making it more object oriented and more data driven, and adding a lot of new facilities. All done incrementally, to tight deadlines, whilst maintaining compatibility with a game under active development.

A key task was the design and implementation of an xml-based UI toolkit, with a dynamic screen layout and skinning system. This allowed us to radically update the user interface of the game for CM4, and was then instrumental in allowing another change of look & feel when we transitioned publishers.

1997 - 2001, Elegant Chaos

Elegant Chaos is the name I trade under as a contractor. Clients during this period included Feral Interactive, FilmFour / Channel 4, The Economist, Abbey Road Studios, and Real World Studios. Work included porting games to the Mac (*Theme Park World*, *Championship Manager, Black & White*), web applications, screen savers, plug-ins, and a number of self-published shareware products.

1996 - 1997, Real World Multimedia

Part of a multimedia team at Peter Gabriel's recording studio, I helped to designed and implement a low-latency audio engine for mixing, generating, filtering and synchronizing multiple sound channels. This formed the core of the product "Noodle", which appeared as interactive content for Mac and PC on a number of audio releases including the Afro Celt Sound System and Nusrat Fateh Ali Khan.

1996, Multimedia Corporation

I worked on Quicktime, graphics, tools and general programming for the Mac and Windows multimedia title *Sophie's World*.

1992 - 1996, ULTRALAB Learning Technology Research Centre, Anglia Polytechnic University

This was a research and development role with a very wide brief. My role was to investigate new authoring tools and paradigms (next gen tools such as SK8, Dylan, even the web itself, which was new at the time!), and to design and implement education software.

1988 - 1989, Centre for Educational Studies, Kings College, London.

Working on educational software, and multimedia training packages.