

Chris Emery

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Technical Skills

Languages: Java, C, C++, Objective C, Haskell, Lua, x86 Assembler
Formats and protocols: HTML, HTTP, XML, IRC, TCP/IP
APIs: OpenGL, SDL, Cocoa, Unix Sockets, java.awt, javax.swing.
Web APIs: Facebook, Flickr, Twitter, Google Reader.
Operating Systems: Windows, Linux, BSD, Mac OS X

Education

Imperial College London London
September 2007 - July 2011

- MEng Computing.
- Currently in the third year and at first standard.

Leighton Park School Reading
September 2002 - July 2007

- A Grade in each of Maths, Further Maths, Physics and Chemistry.

Career History

The Cosmic Machine
Cofounder of The Cosmic Machine LLP July 2008 - July 2009

- With one other, founded The Cosmic Machine LLP to produce Mac shareware.
- Key designer and developer of the flagship product EventBox, a program which allows the user to use, and receive notifications about, many popular social networks from within a single desktop application.
- Primarily focussed on interfacing with web services.
- Rights and source of EventBox have since been sold to [Real Mac Software](#).

XL Records
Game Developer 1 week during January 2009

- Developer of an iPhone game similar to tetris to promote the band Titus Andronicus.

Department of Computing Imperial College, London
UROP Researcher July 2008 - September 2008

- UROP - Undergraduate Research Opportunities Program.
- Worked on the [Bop!](#) project modifying a compiler to generate C code rather than assembler.
- Analyzed radio data collected for the [Bop!](#) project (using MATLAB) to ensure data validity. The project's transmitter/receiver pair were placed in the Imperial College Bell Tower. The analysis confirmed that ringing the bells had no effect on the signal, but FFT analysis showed presence of another signal thought to be from nearby construction work.

Intuwave
QA Engineer

Reading, Berkshire
July 2006 - September 2006

- Learnt Lua.
- Developed test scripts for software in development using Lua.

Zonic
Work Experience

Wokingham, Berkshire
1 week during Summer 2005

- Developed a small program to be used within the company to keep track of hours spent on various tasks.

Prizes

The Olav Beckmann Project Prize	2009
Awarded for the best second year group project	
The Adrian Israel Memorial Prize	2008
Awarded for excellence in the first year.	
The Morgan Stanley IT Prize	2008
Awarded to the top 10 students in the first year Christmas tests.	
The Deutsche Bank Prize	2008
Awarded to the best first year presentation for the Topics in AI course.	

Experience

I gained a large amount of experience working on EventBox. This project allowed me to understand the complexities of working on a large piece of software in a team. The experience has greatly improved my code design and has given me a first hand look at the importance of writing clean and manageable code.

I have also written many of my own programs, some of which can be found on my website. <http://obfuscated.co.uk/>. One of the more notable is a game I wrote called Trapped which was an entry in to a 21 day long contest in 2004 with the aim to create a game that used only vector style graphics.

Other

This year I am helping out as an **Undergraduate Teaching Assistant**. This involves having a small group of first year computing students and conducting tutorials for them about formal logic, as well as marking their work. I'm looking forward to this helping me to improve my communication skills.

References

References available on request.