

REUBEN CRIMP

Game Developer, Technical Artist.
Puzzle Collector. Stand-up Comedian.

EDUCATION

MSc	Information Retrieval (<i>in progress</i>)	2017 — 2019
Hons	Computer Graphics (<i>with distinction</i>)	2016
BSc	Computer Science (<i>with math minor</i>)	2013 — 2015

TECHNICAL SKILLS

Proficient	C	C#	Java	Swift	Python	HTML	JavaScript
Competent	C++	SQL	PHP	GLSL	Haskell	L ^A T _E X	CSS
Tools / Libs	git	SDL	nltk	opencv	three.js	blender	docker

EMPLOYMENT

Teaching (Demonstrator & Tutor)	2014 — 2019
University of Otago, Dunedin Developed communication skills, working with individual students and lecturing classes.	
Game Developer	2017
Redfox Game Studio, Auckland Lead programmer and technical artist for a soon to be released Unity title.	
iOS Developer	2016
MixBit, Dunedin Worked in a small team developing AV utilities in Swift for an iOS application.	

RESEARCH

Academic Publication	2018
Refining Query Expansion Terms using Query Context Proceedings of the 23rd Australasian Document Computing Symposium Authors: R. Crimp, A. Trotman	
Academic Publication	2017
Automatic Term Reweighting for Query Expansion Proceedings of the 22nd Australasian Document Computing Symposium Authors: R. Crimp, A. Trotman	
Research Assistant	2017
Developed software for annotating anatomical specimens, to be used for teaching. Supervisors: Y. Cakmak, S. Zollman	
Research Project	2015
Developed virtual-reality software for chronic stroke rehabilitation. Supervisors: S. Mills, H. Regenbrecht, T. Langlotz	
Summer Research Scholarship	2015
Designed and developed software for a lenticular auto-stereoscopic 3D display. Supervisor: G. Wyvill	