

Greg Payne: Curriculum Vitae

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Synopsis: I am a self-confessed geek, looking for a creative, team-based environment where my infectious sense of humour will be appreciated. I am professional and friendly, adaptable and enthusiastic, able to succeed in any environment that fosters employees wanting to be their best. I have over *fifteen years'* experience in the defence and video games industries. Always a high achiever, I have won awards throughout my academic career and again for my professional software development. I am an excellent communicator and an author of award winning technical documentation.

Please visit: <http://specialistmagnetics.com/> to see my portfolio for Norman Data Defense Systems as well as my contribution to X-Box, PlayStation, Nintendo and PC video games and 3D simulation projects.

Education/Qualifications

Pembroke College (Adelaide, 1993)

- Completed year 12 achieving a TER aggregate score of **99.4%** across 7 subjects.

Adelaide University (Adelaide, 1995)

- B.E./B.Sc (Maths and Computer Science). Degree: Received Academic Status for 1st Year. Completed 2nd Year Subjects towards Pure Mathematics and Computer Science and Computer Systems Engineering. Third and final year studies deferred due to exciting work interstate.

Awards/Achievements

- *Game Programmer of the Year, 2003.* Awarded in recognition of ongoing contributions to Ratbag/Midway titles, their internationally acclaimed "Difference Engine" multi-platform 3D renderer and technology base.
- City of Burnside and City of Marion Leadership Program, Advanced Leadership Program.
- International Baccalaureate Award for Mathematics and General Academic Excellence, St John Ambulance Senior First Aid, Australian Mathematics Competition Distinction, Royal Australian Chemical Institute High Distinction, The Society of Women Writers Aust. Lochee Andison Youth Literary Award.
- Royal Commonwealth Society Essay Competition Award, Australian Mathematics Competition Distinction, Royal Australian Chemical Institute Distinction, IBM Mathematics Competition 1st prize, Year II.
- Australian Mathematics Competition and RACI Chemistry Quiz Prize Winner, U.S. College Board Scholastic Aptitude Test score 780/800. Invitee for participation in Study of Mathematically Precocious Youth, John Hopkins University, Baltimore, USA, 1990.
- Australian Mathematics Competition, Youngest ever Prize Winner. Royal Commonwealth Society Essay Competition Award Class A. Winner Scotch College Open Scholarship, SA State Junior Chess Champion

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Employment History

Net Trans AS, Tønsberg, Norway

Senior Software Developer, Dec 2013- Dec 2014

Position: Senior Programmer, Key Developer, Microsoft C# .NET, MVC, CQRS, Azure cloud-based web portal:
<http://www.ntrans.com/>

QinetiQ Contractors, Technology Park, Mawson Lakes, Adelaide

Software Developer, Team Leader, Jan 2012 - Jul 2012

- Position: Senior Programmer & Team Leader: Classified project "Parallax" for *DSTO Edinburgh*

Kukan Studios, Podmo Bluetooth Network, Adelaide

Software Developer, Team Leader, Jan 2007 - Sep 2007

- Position: *Technical Producer*, Podmo Bluetooth Network, launched Feb 2007.

Midway Studios, Ratbag Games, Adelaide

Software Developer, Team Leader, Jan 2002 - Dec 2005

- Position: *Lead Programmer*, "Saturday Night Speedway" PlayStation 2, PC Title % ATARI)
- Position: X-Box, PlayStation 2, PC, DirectX Engine & Game Programmer
- Position: Programmer, Dukes of Hazzard: Return of the General Lee (PS2, X-Box % UBISOFT)
- Position: Programmer, World of Outlaws: Sprint Car Racing (PS2, PC % INFOGRAMES)
- Position: AI Programmer, Wheelman City Life and Traffic Simulations (PS2, X-Box % Midway)
- Position: GAME CORE Programmer (Multi-Platform, Ratbag Internal Technology)
- Position: TOOLS and PLUG-INS PROGRAMMER. : LEVEL EDITOR PROGRAMMER
- DIFFERENCE ENGINE Contributor, author, maintainer, documenter.

Norman Data Defense Systems, Melbourne

Key Designer and Developer, Security and Encryption Engineer, Dec 1995 - Sep 2000

- Norman Access Control and Norman Disk Armor for Windows 95: complete development cycle.
- Successful releases of each product were awarded 5/5 stars by PC magazine.
- My responsibilities included complete development of all 16- and 32-bit device drivers for all of Norman's security products.
- Low-level MS-DOS and Windows device-driver code engineered from scratch.
- ITSEC Documentation and API documentation for third party developers.

Procode Software and Services, Melbourne

Assembly, C, C++ Developer, Dec 1994 - Nov 1995

- Successful release of "DETerminal" for Data Electronics Pty. Ltd.
- Responsible for design and development of real time data logging software with real world inputs.
- Advanced serial port I/O drivers and routines plugged into a Windows GUI.

Specialist Computer Supplies / Office Matrix, Adelaide and Melbourne Branches

Consultant, In-house software developer Mar 1991 - Dec 1994

- Remote syncing of import, stock, sales and invoice data between data centres interfacing with Computer Associates' "AccPac" databases incorporating the Crystal Reports product suite.

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Skills and areas of expertise

- Microsoft Visual Studio (C, C++, C#, VB)
- Microsoft TFS, Azure Cloud Development projects.
- Web server development (Java, J2ME, J2EE, JSP, HTTP, PHP)
- GNU's gcc and gdb tool-chains.
- Intel x86 Assembly language, operating system internals, undocumented OS internals, disassembly and heuristic analysis of machine code, ICE debugging, self-modifying code, resident code, BIOS interrupt hooks.
- Multi-pipelined, latency dependant and macro assembly language (MIPS RISC chips)
- Collation and querying information from disparate data sources (eg. legacy data, SQL, realtime feeds, web)
- SVN, CVS, PerForce, Visual SourceSafe concurrent version control systems.
- Unit testing, test and acceptance engineering.
- Large-scale deployment of 50 "hotspot" servers across Adelaide with varying configurations and location-specific requirements
- Use of Microsoft TFS, Deployed cloud applications, CQRS, Entity Framework 6.0
- Processing electronic payments via website (osCommerce) and mobile phone client (J2SE service).
- Jabber(XMPP) WildFire/OpenFire IM/Chat integration w/distributed bluetooth network and J2ME mobile client software. Server transports for MSN, Yahoo, AIM, ICQ, AOL and IRC.
- Email and SMS Gateway using Bluetooth hotspot or GPRS connection.
- Linux Sysadmin duties: users, groups, email, lists, jabber identities, IMAP and database maintenance, SSH.
- UML and OO design and technical specification documentation to ITSEC standards.
- MYOB Accounting package
- Excel Spreadsheets, Powerpoint presentations, GIMP/Photoshop multi-layer image manipulation.
- 80-100 words per minute typing speed.
- Some examples of my code can be found at <http://specialistmagnetics.com/nac/GPAhtml>

Interests

- Chess (chess.com tournaments)
- AFL (Port Adelaide)
- TV (The Simpsons, Futurama, Big Bang Theory)
- Popular Science (New Scientist)
- Music (Popular and also The Smiths)
- Live Entertainment (Adelaide Fringe, Melbourne Comedy Festival)
- Travel (Indonesia, Europe)

Other

- I am fluent in spoken and written Indonesian and Malaysian languages after living abroad in Batam, Java, and Singapore for around 18 months.
- I enjoy creative writing, and once won a creative writing competition in which the winner was to read their prose, in entirety, to a function hall full of people at the award ceremony. As luck would have it, I won this award at the height of my nervousness as a bumbling teenager, terrified of public speaking. Now that I enjoy public speaking, I have no time for creative writing!
- I fancy myself as a composer and arranger of a series of unique and intricate pieces of instrumental music, composed on the iconic Commodore Amiga 500 with an 8-bit sampler, 4-channel sequencer, and 8-track tape deck.

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Written References

(from Cameron Dunn, CTO of Ratbag Games and Midway Studios)

"To whom it may concern,

I worked with Greg Payne at Ratbag Games between 2001 and 2005. Greg was a game engineer who worked on a variety of platforms and technologies in the game development space, mostly in C++. I was the CTO at Ratbag and so Greg reported through my organization. Greg is a strong engineer and contributed a great deal of production-level source code during the time he was at Ratbag.

You can reach me at cdunn@riotgames.com or on +1 425 765 5100 during Eastern US hours for more information.

Regards,

Cameron Dunn
Director Of Engineering
Riot Games"

Verbal References

(Written references available on request)

Mr. Chris Fowler (Contract Software Engineer, QinetiQ, 2012)

Mr. Peter O'Neill (Contract Software Engineer, Kukan, 2006-10)

Mr. Justin Johansson (Employer, mentor, 1993-2001)

- Phone: 0439 993 745
- Email: procode@adam.com.au
- Organization/Position: Procode Software and Services/Director and C.E.O.
- Professional association since 1995 (Melbourne)

Dr. Mike Cooper (Team Leader @Ratbag and Krome 2001-7)

- Ph: 0421 788 980

Mr. Derek Long (Developer @Ratbag and Krome 2001-7)

- Ph: 0407 397 834
- Email: derek@megaderek.com
- Organization/Position: Ratbag and Midway Studios/Team Leader
- Owner & Founder of WheelSpin Studios Pty. Ltd, 2006-present

Mr. Tim Auld (Team Leader @Ratbag 2002-5)

Mr. Donald Douwsma, Mr. Ian Costello, (Norman Data Defense Systems, 1996-2001)