Dan Powderhill

Software Engineer

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Areas of Expertise

Agile OOP development (primarily using C#, but also VB.NET, Javascript and others when required)

2D game development for Windows (Microsoft XNA, MonoGame)

Microsoft .NET Framework

Microsoft SQL Server (to v2005)

Adobe Photoshop (to CS5)

ASP.Classic (with VBScript)

WordPress

HTML / CSS / XML / XSLT

Microsoft Windows

Personal Summary

A skilled software engineer with 20 years of wide-ranging experience in various different facets of software development and IT. A well-organised and focused individual who enjoys problem solving. Capable of working to deadlines as part of a team or as a self-motivated individual. Looking to join an organisation in the game development industry to contribute to the creative and financial growth of the company, and continue my passion for game development.

Education, Training & Achievements

- **Microsoft MVP nomination** *(for contributions to the ASP.Classic and web programming community, 2006)*
- **Wrox Technical Editor** *("ASP to ASP.NET Migration Handbook", Wrox Press, 2003)*
- **ASPElite Member** *(Invitation only group of developers which worked closely with the Microsoft ASP & ASP.NET product teams, 2001)*
- **Microsoft SQL Server 2000 DBA** *(Learning Tree International certification)*
- **BTEC National Diploma in Computer Studies** *(1st year only, Northampton College, 1994)*
- **7 GCSEs at grade C or above, including Maths, English, 3 Sciences and an A* in French taken a year early** *(Northamptonshire Grammar School, 1993)*

Work Experience

Diado Gaming   June 2012 - Present
Proprietor

In 2012 I started Diado Gaming, a full-time one-man indie game studio, allowing me to pursue an area of development that I've always wanted to excel in.

Responsible for:

- Creation of 2D Windows PC games using the XNA and MonoGame frameworks, from initial concept through to final release.
- Working with Adobe Photoshop CS5 and related tools to create 2D concept artwork, in-game static and animated sprites and UI assets.
- Management of business relationships with publishers and other service providers.
- Design, production and maintenance of the Diado Gaming website, using Adobe Photoshop, WordPress and related tools.
- Management of the Diado Gaming Twitter, Facebook and other social network accounts.

Diado Services   Feb 2008 – Sept 2012
Freelancer

In 2008 I started working as a freelance software engineer, leading to a long-term, exclusive contract in the Formula 1 racing industry.

Responsible for:

- Design and development of a bespoke distributed enterprise network monitoring and management system, used to monitor Formula 1 wireless telemetry networks during races. This included:
  - Design and maintenance of high-availability distributed Microsoft SQL Server databases.
  - Design and development of Windows Services which leverage SNMP and other network monitoring protocols to monitor the state of telemetry networks in real-time, and allow remote management of network devices using dynamic Telnet scripts.

- o Design and development of a customisable ASP.Classic web front-end, used to display large amounts of real-time network monitoring data to Formula 1 teams during races.
- o Design and development of automated reporting services, outputting reports as PDF files and emailing them to approved contacts following each race.
- o 24 hour system support during race weekends.
- Working to tight deadlines at short notice in order to provide an uninterrupted service to teams.
- Additional services such as web design / development and print design as required.

Brainjuicer Ltd   Aug 2004 – Feb 2008
Senior Software Engineer

Responsible for:
- Management of a small team of developers, including annual reviews, day to day management of workload and general administration (holidays and sickness).
- Project management of all major development projects within the organisation, including working with several external suppliers and liaising with the executive board and other departments within the business.
- Software design, specification and implementation of web-based software using a variety of technologies including ASP.Classic, VB.NET, SQL Server 2000, IIS 6, MS Access, MS PowerPoint, XML, XSLT, HTML / XHTML, CSS and JavaScript.
- Liaising with the management board to advise on timescales, availability of resource, technological capabilities, and the viability of proposed projects and methodologies.
- Documentation of all projects and software.
- Operating system, web server and database configuration and maintenance.

Birmingham Chamber of Commerce and Industry   Feb 2001 – Aug 2004
eMedia Manager

Responsible for:
- Ensuring the organisation makes best use of the internet by determining the eMedia strategy for the organisation and ensuring its successful implementation.
- Management of a team of four web developers, designing, implementing and maintaining a co-ordinated suite of websites and tools.
- Design, implementation and maintenance of a full-featured bespoke content management system, enabling all business areas to take ownership of their website content. The system included full "WYSIWYG" editing functionality, a workflow and approval framework, date restricted documents, extensive extranet facility, online events booking system and online payment facilities.
- Project management of all web-related projects within the organisation, including working with several external suppliers and liaising with the executive board.
- Project management of the organisation's intranet, along with the business relationship with the supplier of the system. This included designing and writing additional bespoke code to integrate the intranet product into the organisation's CRM system, and other custom additions to the product.
- Management of internal hosting resources, including servers running Windows Server 2003, SQL Server 2000, and BorderWare firewall software.
- Creation of internal web-based tools and reporting systems to aid informed decision making at board level.
- Logotype design and creation of other artwork for print and screen as required.

Hobbies and Interests

- I'm a keen road cyclist, training every week and hoping to cycle my first "century ride" this summer.
- I enjoy landscape and portrait photography, and have had several of my shots published in magazines and books.
- I have played "CounterStrike" for over ten years, and still play "CounterStrike: Source" regularly. I'm a server admin for an active clan.
- I have played guitar since I was 13, and also dabble in computer-generated music.
- I also enjoy art (particularly pen and pencil), reading, listening to music, working out and socialising.

References are available upon request.