ROBIN ALLEN

SOFTWARE DEVELOPER

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FULL-TIME & CONTRACT WORK

Technically Creative, 2023
Contract

- Created a 3D interactive experience for a public installation.
- Used C#, Unity.

University of Bedfordshire, 2021–2022
Contract

- Created a Websocket-based application as part of a research project exploring methods for teaching communication skills to children with social and learning impairments.
- Wrote a server for participants to connect to and be given challenges to solve collaboratively in real time.
- Each participant would see a different view of the same shared world and have to communicate in person to solve the challenges.
- Created administration tools for trial staff to monitor participants' progress, and to provide statistical data.
- Used Python, Django, Postgres, Typescript, Node.js, HTML Canvas, Websockets.

Thread, London, 2021
Contract

- Worked on backend and frontend systems for this fashion retailer and machine-learning-based style advice service.
- Used Python, GraphQL, Javascript, React, Postgres, AWS.

Arts Alliance Media, London, 2016–2019
Full Time

- Worked on industry-leading tools used by cinema chains to manage their estates.
- Used Python, Flask, Javascript, Vue, GraphQL, Postgres, Docker, AWS.

TrialReach (now Antidote), London, 2013–2015
Full Time

- Worked on frontend and backend systems for this health tech company.
- Built a mobile application for medical trial staff to manage trial participants.
- Used Javascript, Angular, Python, Django, Clojure, Postgres, Neo4j.

Green Man Gaming, London, 2010–2013
Full Time

- Worked on frontend and backend systems for this games retailer.
- Wrote a code-review service which integrated with Github and Jira.
- Developed a real-time reporting system.
- Wrote a heuristic-based fraud detection system.
- Used Python, Django, Javascript, Node.js, Scala, Postgres.

INDEPENDENT, OSS & VOLUNTEER

Hapland Trilogy, released 2022

- Converted some Flash games to a custom engine using C++ and OpenGL.
- I wrote an article about this project here: https://foon.uk/how-flash-2022/

Blackshift, released 2020

- Designed, wrote and released this video game project.
- It consists of a 3D game written in C++ and a Node.js server allowing players to compete and share custom levels.
- Key tech: C++, Python, JavaScript, Node.js, Postgres, bgfx, Ansible, Linode, Blender.

Gomde UK, Yorkshire, 2015–2016
Systems Manager

- Automated event registration and inventory management for this charity.
- Developed an events management system tailored to the organization's needs.
- Did all software development and sysops. Administered Linux cloud servers.
- Used Python, Django, Nginx, SQLite.
- Drove the tractor.

Blender Foundation, 2008–2010
OSS Contributor

Designed, implemented and documented a node-based texture synthesis engine suitable for use in 3D rendering. I was credited as a software developer in the 2010 film *Sintel*. My Blender work was mostly in C, with some Python.

foon.uk, 2005–Present
Owner

Developed and monetized a series of Flash games including *Hapland* (2005).