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Will W. McGugan

Personal Information

Nationality: Scottish

Date of Birth: 5th July 1974

Main Skills

- Python development
- C/C++
- Javascript / Ajax / jQuery
- HTML / XML / CSS
- SQL
- User Interface Creation
- Django / Turbogears / CherryPy / wxPython
- Windows / Linux

I'm an experienced software developer and an author. Python is the main focus of my career and I am looking to exercise those skills within web or application development. I have experience with both Django and Turbogears web frameworks.

I consider myself to be both a lateral thinker and a *creative* thinker. I enjoy technical challenges and can often find novel solutions to problems.

Additional Information

I enjoy developing software outside of a work environment, and have created several applications, web sites, and open source Python modules (see below for some examples).

- BeContrary (http://www.becontrary.com) An AJAX powered debating site I wrote in Turbogears.
- Food File (http://www.kelpiesoft.com/applib/foodfile/) A free nutrition database for Windows.
- Postmarkup (http://code.google.com/p/postmarkup/) A Python module to render bbcode to HTML.

I wrote 'Beginning Game Development with Python and Pygame', a book published by Apress in 2007. I was also the technical reviewer for 'Foundations of Agile Python Development', another title from the same publisher.

Past Employment

PLAYFIRE.COM (APRIL 2007 – JUNE 2008)

I worked on Playfire.com (http://www.playfire.com), a social networking site for gamers, written in Django. I implemented several pages and features, which made heavy use of Ajax.

INTERNET CHESS CLUB (APRIL 2007 – APRIL 2008)

ICC is the largest internet chess network. I worked on an a new wxPython chess client, to replace their existing client applications. My main areas of responsibility was the user interface and synchronization with the online service.

EVOLUTION STUDIOS (JANUARY 2007 – MARCH 2007)

At Evolution Studios I worked on Motorstorm, one of the first games for Sony Playstation 3. Python was used extensively in-house for tools and data-processing.

VR MARKETING (JANUARY 2001 – MARCH 2005)

A home based position. I worked on a variety of technologies, including a video conference application written in wxWidgets. I used Python for general tools and scripting.

RUNECRAFT GLASGOW (FEBRUARY 2000 – SEPTEMBER 2000)

I was employed at Runecraft to do video game conversion work.

RED LEMON STUDIOS (FEBRUARY 1999 – FEBRUARY 2000)

I worked on the graphics technology for 'Braveheart' – the video game, and general tools.

DIGITAL ANIMATIONS (SEPTEMBER 1997 – FEBRURAY 1999)

I worked on a AI powered game that was unfortunately never released. I also had the opportunity to work on some interesting graphics technologies at DA, including a 3D model viewer for use with stereoscopic LCS glasses.

References

Kieran O'Neil

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