

# Dale Cantwell

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## Technical Skills

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Languages:	C, C++, C#, Java, JavaScript, Lua, Python, x86 Assembly language
Game Tools:	App Inventor , Bullet Physics, Coin3D, Gamebryo, Havok Physics , LWJGL, OGRE3D, OpenAL, OpenGL, SDL, TL-Engine, XNA, XACT
Tools:	Blender, Borland, CppUnit , Doxygen, Eclipse, Netbeans, NUnit, Photoshop, SVN, Visual Studio
Software Design:	Agile, Iterative, Scrum, Pair programming , UML

## Work Experience

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Mar '11 - Present	<b>Institute of Technology Carlow – Software Engineer Researcher</b> I develop social exergames for the elderly as part of a multinational research project called Join-In which is coordinated by Helmholtz Zentrum München and funded by the AAL Joint Programme. I communicate with partners in five different countries collecting data from user groups which I use to develop exercise games. The games are developed in Java using an agile development process and integrated into an online social platform.
Mar '09 - Sep '09	<b>Microsoft Game Studio Ireland – Software Development Engineer</b> I worked in the tools team developing C# games with XNA using the scrum development process. I also worked with the localisation team where I created the setup guide for the 360 Development Kits, as well as a how to get started with the current build. I reviewed quiz questions and tested the online build thoroughly including the French launch. I worked on Fortza Motorsport 3 where I tested online code for bugs and checked the Polish and Russian versions for localization errors.

## Games Released

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CRON	CRON is a 2D XNA game I released on the Xbox Live Marketplace, it currently has over 2500 downloads. It is a maze game where the player uses sonar to navigate through a maze while avoiding enemies. The game has received positive reviews on websites such as gamersdailynews.
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## Education

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Sep '06 - May '10	<b>Institute of Technology Carlow - BSc(Hons) Computer Games Development</b> I achieved a first class honours grade (75% GPA) in the computer games development course at IT Carlow. I was awarded the Microsoft Ireland Student of the Year Award. My final year project is a game that is accessible for visually impaired users. The game uses speech synthesis to describe a puzzle to the user and speech recognition to allow the player to attempt to solve the puzzles.
Sep '05 - May '06	<b>St. Johns Central College - FETAC Computer Games Development</b> I completed the course in St. Johns with distinctions in all modules.

## Achievements

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Health and Safety Simulation	As part of a 3 week Erasmus Programme I worked in a multi-cultural team of two Irish programmers, two Dutch game designers, two Austrian 3D artists and two Norwegian mobile programmers. We had three weeks to produce two demonstrations, one with our local team and one with our international group. The simulations were designed as interactive simulations to teach workers on oil rigs health and safety procedures.
XNA Ireland 08	I entered the XNA Ireland Challenge 2008 with a team of two others. The theme was to develop your own version of Space Invaders. The concept for our game was a musical themed Space Invaders called Bass Invaders, using the Guitar Hero peripheral. The user could control the ship and fire bullets of different colours which matched the buttons on the guitar, each invader could only be killed by the matching colour, as invaders are killed music is produced. Our team came in 2nd position, judged by a board of professionals from games companies. Our game was featured on TV3 news, Irish Independent Digital Edition, The Metro and the Irish Examiner. The game was demonstrated at IMTC 08, Scifest, Young Scientist, Technology Fair and the XNA Ireland Challenge 09 helping to raise awareness of Games Development and the use of XNA.
IMTC	My team and I were asked to do a talk on developing a game in XNA at the Irish Microsoft Technology Conference 08 (IMTC). The talk was to a crowd of a hundred attendees and streamed live to thousands of viewers. I did a follow up interview with Barry Alistair (Commercial Director) about the talk and the conference. I also did talks about XNA development at Scifest and Engineers Ireland.

## References

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Ingo Schumacher  
Live Q&A Lead at Bioware  
(Previously Microsoft Games Studio  
International Project Engineer)  
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Phil Bourke  
Lecturer at LIT-Tipperary  
XNA/DirectX MVP 2008  
Founder of Games Fleadh  
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