

Thomas Hogarth  
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## Curriculum Vitae

Thomas Hogarth

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Date of Birth: 08/11/1984

**Industry Experience:** After finishing a degree in Games computing, where I concentrated on real time 3D graphics and simulation, I landed my first position with Inition Ltd as a 3D application developer. I was made responsible for building and maintaining their Virtual and augmented reality systems, namely 'MagicSymbol'. Day to day responsibilities included assessing client concepts for feasibility and man hours required, implementing any new tracking or graphical features required and assisting artists in getting content through the pipeline and the best results from our rendering systems. Major milestones for myself have been delivering a wide range of AR/ Interactive projects on time and to budget (Including experimental/prototyping systems such as the Holition AR system) , working with clients such as BMW, The BBC, O2, TopGear and various universities and finally taking the leap into cross OS development being responsible for MagicSymbols development on Mac OS also.

**Education:** 2003-2006 - University of Lincoln  
Bsc Games computing, 2:1  
2001-2003 - Northampton College  
BTEC National Diploma Computing, Pass  
1996-2001 - Irthlingborough Huxlow School,  
8 GCSEs above C  
2000-2000 - Kettering Tresham College Night School  
Visual Basic Level 1, Pass

**Talents\attributes:** Solid knowledge of C++ and Open GL/ES programming (5 years),  
Other languages include C#, AS3 and Objective-C,  
Scene Graph technologies (extensive OpenSceneGraph,

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3+ years),  
iPhone development (I've been porting OSG to iPhone in my spare time)  
Good working knowledge of Torque Game Engine  
Advanced 1.8,  
Working knowledge of vertex and fragment shaders (both glsl and hlsl),  
Vast experience with Augmented reality and computer vision techniques (OpenCV, ARToolKit),  
Good knowledge of DirectShow mainly using webcams, Stereo 3D hardware setup and software development  
Very good 3D maths skills,  
Excellent knowledge of Windows and Mac OSX based programming,  
Network programming (with Winsock and c++),  
Artistic skills with 3ds max and Photoshop,  
Very good communication and people skills,  
Very good at picking up new technologies and software packages,

Employment history: 4 years with Inition Ltd working as lead programmer on their MagicSymbol system, an Augmented reality system used in advertising and presentations for high end clients including O2, BMW and The BBC. Main responsibilities were implementing new graphical and tracking features to suit individual clients needs. Also in the same job I developed Inition's side line project Holition. An AR system for viewing Luxury jewellery items. Aug 2006-Dec 2010.  
12 weeks agency with varying employers, council refuse collection, factory operative 2005.  
12 weeks agency with A & J sectional buildings 2004.  
2 years at Kwik Save stores limited part time 2000-2003.

About Me: After finishing university and gaining my first position I've been working hard to increase my skill set and learn as much from the working environment as possible. Technology is also a big interest out of the office where I like to keep on top of the latest research/news and work on various hobby projects, including a material editing system for OSG and an iPhone scenegraph and physics sdk. When I'm not playing with technology I enjoy going to gigs and festivals around the country as well as socialising with friends and visiting exhibits/shows.

References: On request