

Greig Huth

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🌐 GreigHuth

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EDUCATION

University Of Edinburgh - Computer Science BSc Hons | Second Class Division 1

July 2021

Courses: Computer Security, Operating Systems, Software Testing, Human-Computer Interaction

Honours Project - Extensive Evaluation of State of the Art Network Stacks

SKILLS

Proficient With: Python, Lua, C, C++

Familiar With: OpenGL, Unity, Unreal Engine

Soft Skills: Fast Learner, Adaptable, Passionate about video games, Thorough, Motivated.

PERSONAL PROJECTS

Developer Interview Archival (https://www.ghuth.co.uk/onm_archive.html)

- I have started archiving game developer interviews from old magazines because i couldn't find them online.
- I use OCR to do most of the work and then go through it and make the necessary corrections.

GameTracker Discord Bot (<https://github.com/GreigHuth/GameTracker>)

- *Technologies:* Discord API, Python, SQL
- A robust and accurate Discord bot that at one point was used to track over 6000 Discord users across 4 different servers.
- Takes full advantage of asynchronous programming techniques to ensure data is tracked accurately and is efficiently processed

EXPERIENCE

Programmer - Robo Designs Ltd

Jan 2024 - Present

- *Technologies:* Unreal Engine 5, C++, Unity
- Working directly with head developer on porting and implementing various systems.
- Been required to quickly pick up Unreal Engine and learn about the project.

System Administrator - SmartR (<https://smartr.ai>)

Sep 2021 - May 2023

- *Technologies:* Debian, Podman, Nextcloud
- Consulting on technical aspects of the company from hardware to software.
- Designed and set up containerised services to support various aspects of the company.

Programmer - Lowtek Games (<https://lowtek.co.uk>)

Aug 2022 - Nov 2022

- *Languages:* Lua, PlaydateSDK
- Working for lowtek games as a freelance programmer on an unfinished game for the Playdate Handheld Console.
- Sole programmer working on implementing all the systems, mechanics and animations.

IT Support Administrator - Snag Tights(<https://snagtights.co.uk>)

May 2021 - July 2021

- *Technologies:* Python, Shopify, HTML/CSS/Liquid, Various REST APIs
- Worked directly with the CTO to keep up the day-to-day running of the company, assisting with tasks such as web page design and database administration.
- Used Python to automate time-consuming administrative tasks to streamline company operations.
- Implemented new systems to better track the ever growing number of employees and assets in the company.

Tutor/Demonstrator - University Of Edinburgh

Sep 2020 - April 2021

- *Technologies:* C, Linux, Streamlabs OBS
- Assisted tutoring of 1st and 2nd year informatics students on the basics of low-level systems programming.
- Live streamed an interactive online session teaching students the basics of Linux and how to use the command line effectively.
- Prepared and presented tutorials teaching 3rd year undergraduates about network and systems security.

System Administrator - The TARDIS Project (<https://tardis.ed.ac.uk/>)

October 2019 - November 2021

- *Technologies: Proxmox VE, Debian, Apache, Bind9, pfSense*
- Set up accounts for new users and help new people with becoming part of the TARDIS project.
- Configured a new, updated web-server to allow TLS certifications to be managed easier.
- Liaise with university staff to help diagnose issues and assist with system outages.

Project Manager / Web Developer - University Project ([Link To Project Site](#))

January 2020 – April 2020

- *Technologies: Bootstrap, Python(Flask), SQLite*
- Lead a team of 10 students from diverse backgrounds, managed team workload during high-stress situations
- By the end of the project we built a robot that was able to locate, navigate to, collect and deliver the book to the user, in a controlled environment.
- Built the front-end and back-end of a robust website allowing users to request books from the robot.
- Conducted a study to assess the UI/UX of the website and refine its design.

HOBBIES AND INTERESTS

Independent Game Development

- *Languages: Pico-8/Lua, Blender, C++*
- Building a 2D retro game in Pico-8 to develop my game programming skills and experiment with creative design concepts.
- Learning OpenGL to eventually make the transition to 3D development
- Some experience in Unity when i learned how to import my custom models into the PC VR game "Blade and Sorcery"

Multiple Committee Positions - UofE Gaming Society

- Held the following committee positions during my time as a member: President, Treasurer, Server Administrator, Ordinary Member.
- Organised multiple video game tournaments with 32 participants and enjoyed by over 50 attendees.
- Planned events over the year to increase social interaction among EUGS members and foster the spirit of the gaming community within Edinburgh.
- Membership doubled from 100 to almost 200 members during my time as president.
- As treasurer, reorganised and streamlined finance documentation.
- As server admin, built and configured a new machine to support the growing number of users and services within the society.
- Wrote a basic static site for the society (<https://www.edingamesoc.co.uk/>).