

Jason Field

Contact Details

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Skills

Principle Languages – C++ (Including STL, MFC, Win32 API), C, Python, SQL, PHP, CSS, HTML, Java, Verilog

Education

Reading University	1998 - 2002
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First Class Degree - BSc (Hons.) Applied Computer Science and Cybernetics	
<ul style="list-style-type: none">Final Project: M-Tron VST Instrument (See work experience section). I received a commendation for this project from the external degree examiners for best real-world application in my year.	
The Norfolk College of Arts & Technology	1996 - 1998
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3 A Levels – Computing (A), Physics (B), Mathematics (D)	
King Edward VII High School	1991 - 1996
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10 GCSEs – 6 As, 3 Bs, 1 C	

Other Qualifications

Full UK Driving License (Clean)	06/1998
BTEC Awards	03/1997
- Music Technology (Merit)	
- Recording Techniques (Merit)	

Work Experience

Sonaptic Ltd.	Software Engineer	07/2004 - Present
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My work at Sonaptic has involved a wide range of responsibilities, including the following;

- Part of the team designing, implementing and maintaining the core 3D Audio engine for Windows, Linux and multiple mobile platforms. Written in C.
- Design and implementation of the automated in-house build system (Written in Python, testing the Linux implementation of the 3D Audio Engine), and an automated documentation generation system integrating Subversion and Doxygen with the intranet.
- Creation of multiple demo applications in a mixture of C++, C, Python and Java. These demos target Windows and embedded platforms either through on-system code (Java, C++), or via PC using custom C/C++ drivers. GUIs written in a mixture of C++ (using MFC and STL), wxPython and platform-specific Java frameworks. I was responsible for the entire development cycle of these products, from the initial design through to testing, packaging (installable executables), and distribution.
- Design and implementation of a VST plug-in for the Sonaptic Audio Technologies in partnership with Electronic Arts (subsequently used in a range of PSP software titles), and Air Studios. Design and implementation of a custom handset acceptance tool for NTT DoCoMo Japan.

