CV for SIMON BRAND

PERSONAL DATA

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EMPLOYMENT HISTORY

June 2013 - Now — Codeplay – Staff Software Engineer (Compilers and Debuggers)

Maintaining an OpenCL debugger. Fixing issues in the expression evaluation JITter and responding to customer-reported bugs.

Modifying an LLVM-based OpenCL compiler to generate DWARF information for the debugger.

Migrating Clang semantic analysis AST passes to direct diagnostics in tree duplication for a SYCL compiler.

Implementing an LLDB debugger for HSA, with initial support for AMDGCN targets.

Modifying CodeXL to support runtime tracing of our SYCL implementation, and visualising LLVM code coverage data.

Interviewing candidates, and writing and organising technical tests for other interviewers to use.

Attending recruitment fairs, conferences, C++ meetups, and standards meetings.

February 2015 - Now — HSA Foundation – Software Working Group Specification Editor

Editing the HSA system runtime specification for v1.1.

Writing the profiling interfaces for v1.1.

Chairing weekly calls when required.

Attending regular face-to-face meetings.

June 2012 - September 2012 — EeGeo – Software Engineering Intern

Worked in an agile team using Scrum methodologies.

Developed two first-party applications for the company's 3D maps platform; one individually and the other in a team of three.

Worked in the data build team, distributing geographical data manipulation into Amazon's EC2 cloud using EMR and S3.

June 2011 - September 2011 — IBM – Configuration and Build Management Intern

Worked with the software build team in the IBM Edinburgh office.

Set up and configured a new server to build the next version of the department's product.

Set up a centralised build archival system for the product.

Worked with both the local build team and one in a foreign country to set up automated building of software between the teams and interfacing this with the archival system I implemented.

Helped troubleshoot issues that the testing and development teams had with the build and source control tools.

Tested an automated install script for the testing team, which included liasing with developers at another site.

Attended weekly meetings with other teams.

EDUCATION

2009 - 2013 — University of St Andrews

BSc Hons. Computer Science 1st class

Technical Skills

- Languages (in order of knowledge): C++, Common Lisp, Python, C, Assembly (x86, MIPS32 and 6502), Bash, Zsh, Haskell, Ruby, OCaml, Emacs Lisp, Javascript, PHP, Actionscript3.

- Development environments: Emacs, Vim, Visual Studio.

- Operating systems: Linux, Windows.

- Other relevant skills: lldb, gdb, svn, git, mercurial, LaTeX, technical writing (HSA, DWARF, C++).

Additional Achievements/Interests

- Presented two talks at the Edinburgh C++ meetup:
  - Stack and Heap: Commonly Misused Terms (July 2016)
  - C++ Concepts: A Bottom-Up View (August 2015)
- Maintain a personal C++ blog at tartanllama.github.io.
- C++ gold badge on Stack Overflow.
- Shortlisted (top 10) for the TargetJobs IT and Computer Science Undergraduate of the Year 2013.

Referees

Mandy Livingstone	Christopher Isaacs
IBM Edinburgh Development Lab Manager	EeGeo Technical Lead
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