

# Joseph Roper

GAME PROGRAMMER

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## PROFILE

I am a full-time university student studying Computer Games Application Development (CGAD) at Abertay University, wanting to work for a game's studio upon graduation. I enjoy developing game mechanics and working on projects as a team.

## WORK HISTORY

### CHEF DE PARTIE

**Bay Horse Tavern, Greater Manchester**

*July 2018 – July 2019, August 2020 – September 2020*

I worked full time while studying at college for a year before I left for university. I now continue working for the company during my term breaks. As a chef de partie, I had to open the kitchen and prep ingredients for service while taking deliveries and cooking orders. I would then work each station until closing time and close the kitchen. From this, I improved my time management, teamwork, and delegation skills.

### QA TESTER

**Yippee Entertainment, Media City**

*January 2018 – June 2018*

I worked part time for this new up-and-coming game development company in Media City while completing my first year of college. In this position, I was tasked with play testing the companies' games by documenting any bugs or things that I thought needed improving on. I was also tasked with reporting how many adverts I saw during my time playing the game.

- Compiling play data into reports for the company
- Being honest with the company about what needed changing while staying professional

## TECHNICAL SKILLS

- C++, C#, Python - Used consistently across my university work
- Able to use the Microsoft and Adobe suite – used throughout my studies and in personal projects
- Graphics programming using OpenGL, DirectX 11 and shader programming using HLSL
- Unity and Unreal Engine 4 and 5 – Used during university and personal projects.
- Git – Managed source control in teams and personally.

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## SOFT SKILLS

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- Time Management – Used frequently in the kitchen while working on many tasks at once.
- Team Working – Developed both in work and whilst at university working on group projects.
- Working under pressure – Heightened whilst working to deadlines during my education and being in the kitchen's high-octane environment.

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## QUALIFICATIONS

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### DEGREE

**University of Abertay, Dundee**  
*Currently Studying*

Bachelor's Degree in  
Computer Games Application Development

This qualification includes:

- Graphics Programming
- Game Engine Development
- Artificial Intelligence
- Network Programming
- Augmented Reality

### BTEC

**Salford City College: Future Skills, Media City**  
*Completed June 2019*

Level 3 Games Design BTEC Advanced Diploma –  
Grade: D\*D\*D\*

This qualification included:

- Report Writing
- Sector Research
- 3D modelling
- Image Editing

### GCSES

**Smithills School**  
*2012 - 2017*

Mathematics – Grade: 6  
English Literature – Grade: 5  
Core Science – Grade: B  
Computer Science – Grade: B  
French – Grade: D  
EDCL – Grade: Distinction Star (D\*)

Religious Education – Grade: B  
English Language – Grade: 4  
Additional Science – Grade: A  
Geography – Grade: C  
Business Studies – Grade: B

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## INTERESTS

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During my free time, I love to bake for family and friends making afternoon delights which they can enjoy, I often cook for groups trying out new ideas that spark to mind. When with friends I play Super Smash Bros, Speedrunners and Gang Beasts consistently till all hours of the night. Couch coop and fighting games are my favourite type of genres as they can be enjoyed by anyone and always bring lots of laughs. I play basketball daily with one of my friends and enjoy running long distance.

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## REFERENCES

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References from my current and previous roles are available on request.