

# ADAM CATER

adamcater99@outlook.com

<https://adamcater.github.io/>

07865 391390



## GAMES PROGRAMMING STUDENT

Determined Junior Games Programmer, with a passion to create new things and expand on current skills. Demonstrated ability to perform well under pressure, and work well in team settings to help entertain the world through interactive games.

## EDUCATION



### BSc (Hons) in Computer Games Programming

University of Staffordshire | 2023-2023

Implementing game mechanics, tools and graphical pipelines to create games with a focus on how different frameworks interact to create a functional engaging experience. Modules include; Real-Time Rendering, Tools Development, Graphics Programming and Mechanics Prototyping. Developing a wide variety of techniques and programming knowledge to fuel my passion for programming.

### College

City of Wolverhampton College | 2019-2023

Level 3 Extended Diploma: Creative Media Production and Technology

### GCSEs & A Level

Our Lady and St Chad Catholic Academy | 2010-2016

5 GCSEs (including Maths and English)  
2 Level 2 BTECs

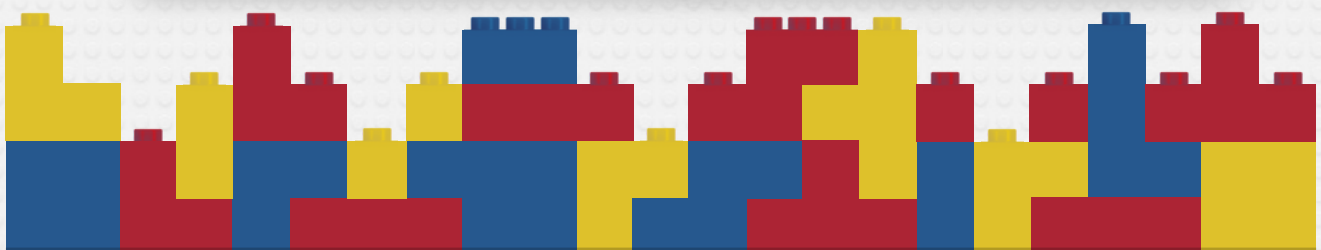


## WORK EXPERIENCE

### Healthcare Assistant

Primrose Hill Nursing Home, Wolverhampton | 2021-2022

- Team work, offer flexibility whilst adapting under pressure of the needs of residents during busy periods.
- Communicating with residents, actively listening to needs and checking if assistance is needed.
- Follow all policies & procedures centred around health & safety.



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## PROJECTS

### Catstronaut

University of Staffordshire | Mar 2025 - June 2025

Link: <https://adamcater.github.io/projects.html#catstronaut>

- Created systems in UE5 that generate custom enemy spawners. Allows user to spawn enemies based on a data table and have AI intelligence (Pathfinding).
- Implemented vacuum mechanic, which translates entities towards the weapon and stores them into an array.
- Part of a team of 24 members communicating through Microsoft Teams and Discord to coordinate deadlines. In person meetings were also done to actively engage in people's ideas.

### Foliage Generator Tool

University of Staffordshire | Mar 2025 - May 2025

Link: <https://adamcater.github.io/projects.html#foliage-generator>

- Created the ability to spawn prefabs in Unity that allow creative control of spawning foliage types (Trees/Flowers/Grass).
- Designed and integrated UI elements using Stylesheets so the user can customise spawn settings from a menu.
- Used sprints to plan and structure time management to help assist the development within a timeframe.

### Unknown Invasion

University of Staffordshire | Mar 2023 - May 2023

Link: <https://adamcater.github.io/projects.html#unknowninvasion>

- Worked with the SDL2 Graphics Library to create a game within Visual Studio for the Evercade Games System.
- Implemented systems within a structured framework such as collisions and loading images from files into the project.
- Pitched game ideas to develop understanding of documentation and brain storming.



## TECHNICAL SKILLS

**Languages:** C++, C#

**Libraries/Frameworks:** OpenGL, DirectX, SDL2

**Game Engines:** Unity, Unreal

## ADDITIONAL INFO

**Level 2 ECDL Certificate:** IT Application Skills

**Interests:** LEGO, Minecraft, D&D, The Amazing Digital Circus, Demon Slayer, Pokémon