

Adam Sims

Portfolio: <https://adamsimgamedev.github.io/>

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Profile

'A diligent and confident university student studying Games Computing, with years of experience in several programming languages. Good time management skills and ability to work under pressure result in the capacity to meet deadlines effectively.'

Education

University of Lincoln

September 2017 – September 2020

Bachelor's Degree in Games Computing

Games Design

- Designed mechanics for a provided game that worked well both independently and with the already existing mechanics.

Group Project

- Worked in a group of 5 people to design and produce a game based around a specification given by a client.

Introductory Game Studies

- Produced a game from scratch to fit criteria given by a client, within a given deadline.

Object Oriented Programming

- Produced a program in C++ that utilised a Nearest-Neighbour Search algorithm to find an image within a smaller image.

Procedural Content Generation

- Designed, implemented, optimised and tested procedural algorithms to generate a diorama around a given theme.

North Lindsey College

September 2015 – September 2017

*Extended Diploma in Computing – D*D*D*

- Procedural Programming
- Object Oriented Programming

Frederick Gough School

September 2010 – September 2015

12 GCSEs grades A - C including:*

- Maths Applications – A*
- Maths Methods – A
- English Literature – C
- English Language – B

Technical Skills

- Knowledge of a range of programming languages such as C#, C++, JavaScript and Java.
- Proficiency in 3D modelling software.
- An understanding of how computers work, and how to build them.

Work

McDonalds

August 2015 – July 2018

Responsibilities

- Interacting with customers on a daily basis.
- Handling customer's food and drinks.
- Handling money in a safe and responsible manner.
- Integrating into an already busy work environment.

Achievements

- Earning 3 stars that showed my diligence for work and my ability to provide fast, friendly and high quality service.

Achievements

Movember Jam 2019

- Won a prize for '*best use of modifiers*' at a game jam held for charity at the University of Lincoln.

Global Game Jam 2019

- Won a prize at the University of Lincoln site for a game that was made within 48 hours.

Global Game Jam 2018

- Won first prize at the University of Lincoln site for a game that was made within 48 hours.

Showcasing Project

- Showcased the game from "Global Game Jam 2018" in a University hosted event. This was showcased to businesses and the public, and won a prize.

CanJam 2018

- Won runner up prize at the University of Lincoln charity event "CanJam" for a networked game that was made within 24 hours.

Interests

Games Development

Actively working on projects in order to better understand and learn different areas of games production, this includes new technology in the sector, and different skills such as programming, art and sound design.

Gaming

Playing and testing videogames to work out how its mechanics work in relation to code, and further a passion to see how those mechanics could be used in other projects to improve gameplay. This also helps with researching popular market trends.

References

References are available upon request.