Alexander Hillman

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Personal statement

Graduate from the University of the West of England – Bristol. Looking to improve my overall work proficiency through gaining experience in a range of job placements or roles thereby both building a better understanding of a working environment and improving my soft skills.

Strong understanding of the Unity game engine and C# and prior experience programming in C++ within Unreal, DirectX11 and a bespoke game engine.

My current career goal is to gain as much work experience as possible with a future ambition of working in the videogame industry as a gameplay programmer.

Education

University of the West of England Bristol
(2019– 2022)

BSc. (Honours) Games Technology – 2:1

> Notable Modules – Comprehensive Creative Technologies Project, Advanced Technologies, Commercial Games Development, Artificial Intelligence for Creative Technologies

Midsomer Norton Sixth Form
(2017– 2019)

Information Technology	– Distinction
Extended Project	– A
Global Perspectives & Independent Research	– Merit One
History	– Merit One

Norton Hill School
(2012- 2017)

9 GCSEs, grade A-B including Maths (7) and English (6 & 8)

Work Experience

Intern Programmer, Pretty Digital Ltd. Remote
(July 2022 – August 2022)

Key results:
- Working with a client to fulfil a brief
- Working with an existing code base

Hobbies & Interests

- Pop culture / escapism (music, reading, films, videogames)
- Take part in game jams with a small group of university friends

References

References are available on request.