Alexander Hillman

Email: alexander.hillman0000@gmail.com • Portfolio: https://ahillman2000.github.io

Personal statement

Graduate with BSc (Hons) in Games Technology and currently studying MSc Commercial Games Development at the University of the West of England – Bristol. Helped to lead a large-scale game project to be completed with over 30 team members and currently overseeing three projects simultaneously with varying game genres and platforms. Experienced with a range of game engines for multiple platforms. Looking for an interesting role as a gameplay programmer which utilises and develops my skillset.

Technical Skillset

- C++ Programming
    - Unreal Engine
    - DirectX11
    - Bespoke game engine created by lecturer
- C# Programming
    - Unity Engine
- Visual Studio 2019

Work Experience

Summer Intern Programmer, Pretty Digital. Remote
(July 2022 – Present)

- Ported a PC version of pre-existing Unity game to touchscreen devices
- Worked with an existing code base to fix bugs and implement additional features
- Communicated with the client to discuss design features and fulfil a brief
- Aided in preparing for release on IOS and Android platforms

Education

University of the West of England Bristol

(2022– Present)

MSc. Commercial Games Development

- Furthered understanding and skills in working with games engines
- Developing games for a range of platforms
- Working within a simulated working environment
- Communication with people of different skill sets/roles

Notable Modules – Commercial Games Studio, Games Research and Development, Creative Technology Dissertation

University of the West of England Bristol

(2019– 2022)

2:1 BSc. (Honours) Games Technology

- Dissertation project: Tile-based procedural generation of cityscapes using WaveFunctionCollapse
- Development of programming skills for a range of game engines (Unity, Unreal)
- Hands-on experience with PlayStation 4 development kit
- Prototyping and iterative development of systems
- Understanding of the game development process
- Working as part of a team (5 - 30 people) and leading when necessary

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, including Maths (7) and English (6 & 8)

Hobbies & Interests

On the programming side of games, I have recently found an interest in networking and mobile development, especially touchscreen interaction. I have recently re-experienced Assassin's Creed Origins after playing a previous title in the series and remembering how much fun the parkour systems are in these games. I have also been playing lots of Deep Rock Galactic as it has captivated me with its fun mechanics and memorable gameplay loop.

As part of a team, I'm an avid game jammer, taking part in the yearly Global Game Jam and the GMTK Game Jam 2022. Additionally, I attend Bristol Unity and Unreal Developers meetups as often as possible to gain valuable insight and to network with others.

References

Mr Andy King	Dr. Constance Fleuriot
Associate Professor -Technology & Innovation	UWE MSc Data lecturer
University of the West of England	Pretty digital ltd. University of the West of England
University of the West of England Frenchay Campus Coldharbour Lane Bristol BS16 1QY United Kingdom	University of the West of England Frenchay Campus Coldharbour Lane Bristol BS16 1QY United Kingdom
+4411732 83015	
Andy.King@uwe.ac.uk	constance.fleuriot@uwe.ac.uk
Relationship: Module leader and university Lecturer	Relationship: Intern programmer for Dr. Fleuriot