ALBI DOUGLAS-WALLER

Game Developer

Competencies

Character programming| Enemy A.I. Programming | Game mechanic programming

Profile

I was a part of scouts for around 6 years, so teamwork and leadership are skills that come quite easily to me as I was a group leader in scouts and cub scouts. I have a no-quit attitude and voracious vocabulary and healthy attitude towards working. Outside of university I play acoustic guitar to a grade 6 standard and in my spare time I play electric guitar bass and ukulele this shows that I am committed to things and have outside interests.

Personal skills

Innovative, confident, and positive. I am a good communicator and have a positive attitude towards work, can find the positives of any situation and am good at both teamwork and independent tasks.

Hobbies

Guitar, Bass Ukulele, Reading, Rock Climbing, Cinema, Gaming

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https://albi-back.github.io/portfolio/index.html

Albiwall1@gmail.com

Education

7 GCSEs 4-6 (2014-2019

Level 3 diploma in game design (2020-2022)

Level 4 in computer science for games (2023)

Experience

Warehouse operative at Cranswick Barnsley under the Best Connection Group (2021)

Professional skills

Ability to code in multiple programming languages such as python C# and C++ and adaptive to any other sub-language in the C language family

Able to design simple and complex environments with ease inside of unity and Unreal engine and could easily transfer to a different engine.

Knowledge of unity game engine and SFML graphics code and can create a complex scene with complex scripts.

Application knowledge

Unity

C++

Python

SFML

Direct x 11

HTML

JavaScript

References available upon request