

ALBI

DOUGLAS-WALLER

Game Developer

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Wombwell, Barnsley
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Education

7 GCSEs 4-6 (2014-2019) at Netherwood Academy

Level 3 diploma in Game design at Barnsley College

Level 5 in Computer Science for games at Sheffield Hallam University

Experience

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

Various volunteer work at comic conventions (2022-present)

Student casual worker(mentor) (Sept 2024-present)

Professional skills

Proficient in multiple programming languages, including C# and C++, with a strong adaptability to any derivative language within the C language family.

Extensive knowledge of the Unity game engine, coupled with a solid understanding of DirectX, enabling me to create complex and immersive scenes in both platforms.

Technical Knowledge

Unity
C++
C#
Python
DirectX 11
HTML
Java

References available upon request.



Competencies

Character programming | Enemy A.I. programming

Profile

Enthusiastic and dedicated individual with a strong background in leadership and mentoring. As a former Boy Scout, I developed essential skills in teamwork, resilience, and community service, while honing my leadership abilities. My experience as a prefect in high school and a course representative in sixth form has equipped me with excellent communication and organizational skills, allowing me to effectively represent and support my peers. Currently, as a student mentor at university, I enjoy guiding and motivating others to achieve their academic goals. Additionally, I am a passionate guitarist, which has enhanced my creativity and discipline. I am committed to fostering a positive and collaborative environment in all my endeavours.

Personal Skills

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

Hobbies

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