

Daniel Allott

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Skills

| | | | |
|-------------------------|-----------------------------------|------------------------------|-----------------|
| C# - 6 year | C++ - 1 year | Javascript & HTML - 6 months | Java - 6 months |
| Unity - 3 years | Visual studio - 6 years | A-frame - 3 months | |
| VR Development - 1 year | Various office suites - 10+ years | | |

Education

University of Nottingham

2018 - 2019

MSC computer science

Bonus line

Final year project on virtual reality visualisation of phylogenetic trees

Modules including: Advanced Algorithms and Data Structures, Design

Ethnography, Mixed Reality Technology, Linear and Discrete optimization, Games

University of Hull

2015 - 2018

BSC computer science

Upper second class honours

Final year project on board game simulation and optimization

Modules including: Artificial Intelligence, Simulation and 3D Graphics, Networking, Games Architecture, and Machine Learning

Ashton sixth form college

2013 - 2015

A-levels in: Mathematics B, Computer science C, Physics C,
AS-level in: Further Maths D

Glossopdale

2007 - 2013

GCSE: A* A A B B C C C

Project work

Games and Game-Jams

Regular game-jam entrant. Two time winner of the Hull University game-jam Three Thing Game, one time as the sole programmer (for examples see website). Multiple small experimental games projects of a variety of genres.

C++ Projects

Miscellaneous experience

Drivers licence

Full clean drivers licence.

Board Games society

Treasurer for the Hull board game society for two years. Handled finances and ran events for a membership of 80 plus.

Charity shop

Volunteered at a charity shop for greyhound rescue. Handled the till, bank transfers, pricing and the cleaning of clothes.