Anthony Sturdy

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PERSONAL STATEMENT

I consider myself to be a responsible, polite and well-spoken individual who is keen to begin a career within the games industry as a programmer. Throughout my studies at Staffordshire University I have contributed to a multitude of group projects and understand the importance of communication within a team.
I work in an organised manner and strive to always finish my work without leaving anything until the last minute.

EDUCATION / QUALIFICATIONS

Staffordshire University (2018 – Present)

BSc Computer Games Programming   *In Progress - Second year average: First Class (78%)*
> *Previous Modules:*
- *Further Games and Graphics Concepts (C++ / DirectX11)*
- *Further Mathematics and Algorithmics*
- *Concurrent Network Applications (C#)*
- *Technical Games Production (C# / Unity / C++ / DirectX11)*
- *Task-Based Software Engineering (C# / F#)*

City of Wolverhampton College (2015 – 2018)

UAL Game Design Level 3 Extended   *Distinction*
UAL Game Design Level 3   *Distinction*
BTEC Game Design Level 2   *Distinction / Merit*

Codsall Community High School (2012 – 2015)

4 GCSEs (B-C) including Mathematics, English and Computing

WORK EXPERIENCE

Unity Technologies - Sustained Engineer Intern   *July 2020 - June 2021*
More info to be added shortly

UKIE UK Games Industry Stand (Gamescom 2019)   *August 2019*
Set up stand decorations. Managed front desk by escorting visitors to meetings. Set-up bar for drinks receptions.

Payload Studios Indie/Tentacle Zone (Insomnia 64)   *April 2019*
Volunteered on the Indie Zone run by Payload Studios by setting up stands and assisting event attendees.

Codemasters - Audio QA   *February 2018 (2 Weeks Experience)*
Worked on Audio QA for F1 2018 using software such as Wwise and JIRA, and attended production meetings.

Midcounties Co-operative - Customer Sales Assistant   *May 2016 - September 2018*
Stocked and organised shelves in teams, served and assisted customers around the store.

PROJECT WORK   *(FURTHER INFORMATION ON MY PORTFOLIO)*

University
(2019) DirectX11 Ship Scene - *Scene featuring a ship on water rendered with DirectX11 using C++.*
(2019) Multiplayer 2D Racing Game - *Two Player Multiplayer Racing game using C# and MonoGame.*
(2019) Mario Bros game using SDL - *Mario Bros game and level editor, developed with SDL using C++.*
(2018) "Fake" 3D game - *An orthographic 3D game, rendered with the University's 2D framework, using C++.*

College
(2018) Case White - *FPS game with procedurally generated levels, made using Unity (C#).*
(2017) Secret of Malarith - *2D top-down RPG made in a group using Unity (C#), my role was the Programmer.*

Personal
(2016) Reclaim Earth - *FPS game made in a group using Unity. My role was the Programmer and Designer.*

REFERENCES

Mr. David Gurney – Audio Designer at Codemasters   Mr. Davin Ward - Lecturer at Staffordshire University
david.gurney@codemasters.com   *davin.ward@staffs.ac.uk*