

## PERSONAL STATEMENT

I consider myself to be a responsible 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

### 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*

Contributed to a variety of tasks and projects within Sustained Engineering (SE) using multiple different programming languages and tools:

- *Fixing C++ engine bugs*
- *Automated C# editor tests*
- *Daily backport triage*
- *Coverity static analysis tooling*
- *Compliance scanning tooling*
- *Code Coverage package*
- *DOTS Training*
- *Leadership Training*
- *Unity SDF Tools (Hackweek)*

### UKIE UK Games Industry Stand (Gamescom 2019)

*August 2019*

Set up decorations. Managed the front desk. Escorted visitors to meetings. Set up the 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

(2020) Voxel-o-Defence - *Voxel-based tower defence game, made with DirectX11 and C++ in a group of six.*

(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#).*

### Personal

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

## REFERENCES

### Mr. Daniel Schuller

Code Quality Lead at Unity Technologies  
[danielsc@unity3d.com](mailto:danielsc@unity3d.com)

### Mr. Davin Ward

Lecturer at Staffordshire University  
[davin.ward@staffs.ac.uk](mailto:davin.ward@staffs.ac.uk)