ARCHIE SHORT

GAMES PROGRAMMER

📞 +07517346448 ✉ archie.short@hotmail.co.uk 📍 Brighton

SOFTWARE

Unreal Engine 4/5, Unity, Rider,
Visual Studio, Magica Voxel, Aseprite

LANGUAGES

C++, C#, Java, Python, Lua

VOLUNTEERING

GRADS IN GAMES
Student Ambassador
2021-present.

GAME DEV LONDON
GDLX Volunteer
2021

HOBBIES / INTERESTS

I have a keen interest in archery and try to regularly go to a local club, also playing guitar when I get the time as part of my university's music society.

I enjoy creating voxel art and creating mods for games such as teardown. I also run weekly games of dungeons and dragons as the DM which is always a highlight of the week.

I play a variety of games in my downtime such as AOE2, Mordhau, Overwatch 2, Dying light 2 and Dishonored.

PROJECTS

I've undertaken several personal and university projects that can be seen on my portfolio website.

https://archieshortuni.github.io/

These cover games related projects created such as ones created in unreal engine or opengl c++ as well as non games projects such as a few AI based python projects and some data visualisation.

SUMMARY

I'm a student software developer with an interest in games programming currently in my masters year. I'm looking to expand my skillset while also bringing my own varied set of experience wherever I may get the opportunity of working.

EDUCATION

Computer Science with Games Technology (MSc)

City University of London 2019 – 2023
Currently on track to graduate with a 1st

RELEVANT PROFESSIONAL EXPERIENCE

TEACHER
Code Camp | London | Oct 2019 – Jan 2021

I worked with children aged 8-13 teaching both flowchart coding and basic in-line java across a range of schools in London making 2d platformers. Running both afterschool clubs and involved in corporate events for companies such as sky.

VOLUNTEER UNITY DEVELOPER
Fireslug Studios | London | April 2020 – Oct 2020

Working with a start-up company of graduates on a gameplay demo for their debut game. I was part of the coding team working on the mechanics surrounding the player and NPC's.

INTERN PRODUCER / GAME DESIGN
HOPE | London | Jan 2020 – Feb 2020

Working with a team of 6 on prototypes of educational games for children aged 4 up. I created design documents and helped the team to make sure we were on schedule.

OTHER JOBS

SALES COLLEAGE
Currys | Brighton | September 2022 – Present

This is my current part time job, I work specialize in the laptop, pc and audio sections as well as on the service desk helping customers with their problems.

VARIOUS HOSPITALITY JOBS
 London and Dorset | 2015 – 2022

Over the last 7 years I've worked at over 10 different restaurants, bars and pubs partaking in almost any role you can imagine. It's helped me build my teamwork, organisational abilities and confidence across a variety of fast and slow-paced environments.

3D ARTIST
Pixowl | Remote | Oct 2018 - May 2019