

CONNOR FLETCHER

Flat 49 Holst House, Du Cane Road
London
W12 0EB
07592 498734
cfletcher.programmer@hotmail.com
cfletcher.devilshell.uk



PERSONAL ATTRIBUTE

I am a 23 year old, reliable, hardworking, friendly team player. I build up my experience and knowledge by tackling every task given and carrying them out to the best of my abilities. I thrive on challenge and problem solving, focusing on my objectives to completion.



EDUCATION

Bachelor of Science (hons) in Games Programming | Bournemouth University
2014 – 2017

Foundation Degree (D)istinction*D*D in Games Development | Somerset College of Arts and Technology
2012 – 2014

Additional Education - Functional Skills Level 2, Employability Skills Level 2

GCSE | The Taunton Academy
2007 – 2012



EXPERIENCE

Games Design & Games Software Engineering Demonstrator | Bournemouth University

AUGUST 2018 – PRESENT

Jobs included: Teaching students to code in C++ (with OpenGL 4.x Core and SDL 2.0) and C# with Unity 2017.4.5. Teaching students the core principles of Games Design with regards to Meaningful Play, Core Dynamics and Frameworks.

Sales Team Leader | Maplin Electronics

JULY 2017 – JULY 2018

Jobs included: Working with stock management and rotation. Assisted customers who needed help. Always worked to a target and consistently hit them. Opening and running the store. Managing the team.



SKILLS

- Specialise in C++ and C#.
- Proficient in a variety of other languages
- Well versed in Version Control on a number of different systems
- Understanding of Windows and Linux operating Systems
- Able to work through multiple processes of games development such as: Graphics, Physics, Game play etc.
- Knowledge in engine architecture and usage (Unity and Unreal Engine).



RESEARCH PAPERS

Virtual Reality Ear Training System: A study on Spatialised Audio in Interval Recognition

06/09/2019 (ACCEPTED)

This research project was based around musical training using the tones of musical notes using a VR environment. By using the built-in 3D audio panning within Unity 2017.4.5, tests could be done to see if the use of panning audio compared to stereo enhances the training experience or has a null affect.



REFERENCES

References provided upon request!