

# CONNOR FLETCHER

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## 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) 2.1 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
- 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!**