**Ashley Gibson**

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**Personal Statement**

The Bungalow, Ivy House Farm Lane, Brimington, Chesterfield S43 1AF

Graduated First Class Honours BSc Computer Science for Games student at Sheffield Hallam University. Adaptability and leadership are two of my best qualities as I have demonstrated throughout various projects, achievements and personal endeavours.   
Website: **www.ashley-gibson.co.uk**  
GitHub: **www.github.com/Ashley-Gibson**

**Work Experience**

**QUBA New Media Ltd ~ Junior Developer ~ March 2019 – Present**

* Designed, developed, tested and maintained C# .NET CMS Websites and Web Applications
* CMS Platforms: Kentico, Sitefinity, SiteCore, Umbraco
* SharePoint, Jira and Confluence for documentation and development tracking
* Source Control: Bitbucket, GitHub, Azure DevOps, TortoiseSVN and Sourcetree
* TeamCity for Continuous Integration - Build and Deployment
* Microsoft SQL Server Management Studio for database management

**Miller Solutions Ltd ~ Software Developer ~ Oct 2018 - March 2019**

* Designed, developed, tested and maintained C# .NET Core Web Applications, WordPress websites and NOPCommerce websites
* Microsoft SQL Server Database management, Searchlight server maintenance, Dynamics 365 CRM ticketing and IT Glue documentation management
* Produced Release Notes, Bug Logs and other documentation records for both End Users and internal developers
* Visual Studio Team Foundation Server Source Control and Visual Studio Online DevOps

**InVMA Ltd ~ Applications Engineer ~ Jun 2015 - Sep 2015 and Jun 2016 - Sep 2017**

* Designed, developed, tested and maintained advanced IoT systems for data analysis, control, automation and networking using Java, JavaScript and Lua Script with the ThingWorx IDE
* Worked as an integral part of a team, and independently, to produce professional, industry systems for global clients such as Doosan Babcock, Rotork and Atlas Copco
* Attended and hosted meetings with clients and colleagues to create satisfactory products for end users
* Use of Fibonacci-Style Agile Development methods

**Technical Skills  
*Programming experience:*** *C# ASP.NET, C++, D3D11, C for Robotics, VB, JavaScript, HTML, CSS, PHP and Python.*

**C++/C# Projects Portfolio - URL: www.ashley-gibson.co.uk/portfolio**   
**Role**: Mixture of C++ and C# Projects completed in my spare time  
**Skills**: C++, C#, version control, optimisation techniques and independent work

* Created and improved C++ and C# project solutions to create games, optimise software and develop animations
* Used DirectX 11, SDL and OpenGL alongside C++ to enhance graphics rendering
* Utilised advanced Visual Studio 2013/15/17 tools, Bitbucket and Source Tree to assist game development, project management and version control

**Games Showcase Competition Winner**  
**Role**: Co-developer of a 3D PS4 Game  
**Skills**: C++ programming with Sony’s PhyreEngine, teamwork and organisation

* Developed a narration-based, cooperative PS4 game using Sony’s PhyreEngine and C++
* Team of 6 achieving first prize for our year group at the annual Sheffield Hallam University Games Showcase – my role was mainly programming player movement, animation and lighting
* Trailer YouTube link: https://youtu.be/hPJK4F-NpMc
* Competition judged by Sumo Digital Ltd

**Achievements**

**University Final Year Project**  
**Role:** Independent project: Exploring the use of IoT Devices in Games  
**Skills:** Python, project management, independence, research and hardware configuration

* Produced a simple puzzle game using a Raspberry Pi and input devices – Rotary Encoder, Accelerometer and Arcade Buttons
* Coded in Python to transmit, extract and manipulate input hardware data for use in a game environment
* Integrated complex mathematical algorithms for translating input data and transforming graphical objects

**ThingWorx Certification**  
**Role**: Applications Engineer  
**Skills**: Adaptability, innovation and agile development

* Passed a ThingWorx Associate Developer exam proving my competence as a ThingWorx developer
* Gained this highly sought-after certification after using the software for only 3 months
* Used this knowledge to produce many professional applications for industrial and global customers

**Education**

**Sheffield Hallam University ~ BSc Computer Science for Games: Graduated First Class Honours** **2018**

**4 A levels, 1 AS level (Netherthorpe School Sixth Form)**Computing (D) Geography (C) Mathematics (E) General Studies (D) AS Level History (E)

**8 GCSEs (Netherthorpe School)**Maths (A) English (A) OCR Level 2 National First Award ICT (Distinction) OCR Level 2 National Award ICT: (Distinction)

**Year 2**Object-oriented Programming  
Programming for Games  
Software-Hardware Optimisation Techniques  
Mathematics for Modelling and Rendering  
Professional Development Project  
Web Application Development

**Year 3**  
Project: **Exploring the use of IoT devices in games (Python)**3D Games Prototyping  
Real-Time 3D Techniques for Games  
Game Software Project Management  
Mobile Applications

**Interests**

* Programming portfolio: www.ashley-gibson.co.uk/portfolio
* Sheffield Hallam University Table Tennis Club – Former Chairman/Captain, Goalkeeper and Badminton
* Led adventure camping trips for kids at Summer Camp in New Jersey, USA 2018

References available upon request