Ashley Cheema

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Personal Profile

I recently graduated from the University of Gloucestershire in Computer Games Programming and looking for a position in QA and Gameplay Programming.

Knowing a game that I have helped create will bring joy to people globally is the reason I want to be apart of the gaming industry. They did the same for me and now it is time to give back and be apart of a community that love games as much as I do.
I have partaken in several Games Jams, one of those being Brains Eden 2018 which I was very proud to have been invited too.

I am currently working in the Unity Engine to create a musical platformer which I hope to publish on the Android store in the future. I have also been applying for video game betas to participate in with my extra time in hopes to gain some extra experience.

Technical Skills

- C#
- C++
- Python
- Unity Engine
- Unreal Engine
- GitHub
- SourceTree
- JIRA
- Confluence

Education

2015 – 2019: Computer Games Programming (BSc Hons), University of Gloucestershire (2:1)

3rd year modules included:

- Individual Research Project (60) – Creating a Unity plugin for Behaviour Trees.
- Advanced Concepts in Gaming (65) – Creating an addictive game mechanic.
- Advanced AI Algorithms (58) – Creating a Behaviour Tree in the Unity Engine.
- Advanced Group Project (67) – Our final year project was to create any kind of game for the end of year convention known as COMX. We created a top down spies vs mercenary game. In which I was the project leader and gameplay programmer.

2nd year modules included:

- Game Engine Programming (62)
- Level Design (63)
- Audio for Games (60)
- Games Professional Awareness (60)

2013 – 2015: BTEC, Harlow College

Level 3 National Diploma in Information Technology with a DDM

2008 - 2013. Stewards Academy - GCSE's

10 Subjects: 2 B's 5 C's including Maths and English

Relevant Experience

2017 – 2018: University Research Placement

Key responsibilities included:

- Great Chatwell Project – Educational VR Project, Teaching data protection to employees as an alternative to traditional means
- Github/Visual Scripting and C++/Unreal Engine, VR
- Gameplay Programmer
- QA Tester

Brains Eden 2018: Gameplay Programmer, Nuke Noot

Key responsibilities included:

- Nuke Noot – The theme was 'Unreliable'. The game was a 1v1 with bombs dropping either side, these had to be thrown at their opponent before they explode and destroy their side of the terrain.
- GitHub/Visual Scripting/Unreal Engine, PC

Other Experience

2014 – 2014: Temporary Nightshift, Sainsbury's

2012 - 2012: Teacher Assistant, Longwood Junior School

Hobbies and interests:

In my spare time I enjoy playing the bass guitar and writing music, as I am currently in a band as the bassist and lead vocalist. I have performed musically in front of an audience twice, this helped boost my confidence. As well as this, I have also climbed three mountains (Ben Nevis, Scafell Pike and Snowdon) which I am extremely proud to have accomplished.

I like to participate in Game Jams. I've participated in many at the University, doing so has taught me better time management and team skills.

When I'm not doing those I'm usually working on other things such as my programming skills and playing lots of games. I've been playing games at a very young age from the Sega Saturn to Xbox One and now I currently play on PC. I started off by programming in Python for Minecraft and participating in game betas and since then I've been keen to get in the industry. One of my favourite games is Fallout 3. I absolutely love RPGs as they allow for lots of freedom, extra playtime and escapism into a world that could have been.

Games have brought me countless hours of fun and now I would like to be the reason that I've helped provide someone with the same.

References available on request