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| Contact Details 11/2 Richmond Terrace  Edinburgh  EH11 2BY  07505095593  [glennpws@hotmail.co.uk](mailto:glennpws@hotmail.co.uk) Skills Money-handling and till experience gained through engaging with customers during working hours.  Teamwork and team management through various projects in university and volunteering experience, as well as a professional project for Disney Research.  Receipt of ASDAN Citizenship and Enterprise Awards in 2015. | PErsonal Profile I am a friendly and driven individual who, through education and work-based responsibilities, has built upon organisational and customer service skills, with the ability to problem-solve and show initiative.  I enjoy the challenge of puzzles - in games and in the everyday - therefore I work to complete tasks efficiently, and to the highest  possible standard.  I am interested in multiple fields of computing and games development, such as artificial intelligence, machine learning, program/app development, system design and many more. I hope to broaden my knowledge of these fields through experience in the computing sector with professional development and teamwork. Education Edinburgh Napier University2015 – 2019  **BSc (Hons) Games Development.**  Dissertation Title: “Learning to Play: A Comparison of Eﬀectiveness Between Diﬀerent Representations of Agent Cognitions Using Evolutionary Algorithms and Machine Learning”  My dissertation entails the investigation of blending multiple fields from computing, mathematics and artificial intelligence together. By looking into the field of game theory, my report posits that theoretical work written decades ago can be applied to and expanded past applicable problems and dilemmata, in the hopes that the results will show success and possible applications to multiple other ﬁelds of computing such as games development or deep learning.  Relevant Modules:   * Physics-Based Animation (72%) * Games Engineering (69%) |

* Software Development 2 (77%)

Group Project: In 2018, I managed a team of five students developing a photorealistic mobile game for Disney Research. My role was to make sure the project was flowing smoothly, ensure that the client to student communication was steady, and manage any structural duties in the project - such as meetings, diaries and reports. I also helped with the development side of the project in some facets, gaining an understanding of mobile app development and Unity.

Technical Skills:

* Knowledge and proficiency in programming languages such as: C, C++, C#, Python, R, Java, SQL, and LaTeX.
* Competent in the use of essential computer programs such as Microsoft Word, Access and Excel.
* Adept in knowledge of computer architecture and hardware.

Inveralmond Community High School 2009 – 2015

Advanced Higher: Graphic Communication C

Higher: English A

Geography C

Graphic Communication C

Mathematics C

Intermediate 2: Mathematics A

Standard Grade: English: 2

German 2

Physics 4

Administration 5

### Work Experience

Work Floor Assistant (Work Experience)

HM Revenue & Customs, HMRC Offices, Bathgate (**March 2014)**

Responsibilities included:

* Shadowing other existing employees in their daily tasks.
* Responding to floor orders and employee requests.

Student Ambassador

Edinburgh Napier University, Edinburgh (**2016-2018**)

* Advocating and promoting the Games Development course to potential students of Edinburgh Napier University. This involved talking to individual and groups of students, explaining why the course is beneficial to them and why they should apply/enroll.
* Presentations of previously completed work from modules to show potential students the workload and content of the university curricula.

Part-Time Demonstrator

Edinburgh Napier University (**Current**)

* Aiding third year students with difficult work and assignments by explaining the module content in a clear and understandable way.
* Helping lecturers with the overall flow of the application side of their module(s).
* Involvement with management of student attendance records.

### volunteering Experience

Bookshop Assistant Volunteer

Oxfam Books, Edinburgh (**2012-2013**)

* Working the till for a long period of time, as well as handling customers' money for purchases, returns and donations.
* Maintaining an organised stock and pricing database of books within the shop.

Leadership and organisational skills gained through presidency over a university video games society, as well as being a class/year representative. From 2015-2018, I ran the Edinburgh Napier video games society, which involved creation and management of events, contact with and helping the secretary/treasurer, professional and non-professional advertising, as well as inventory and money handling. Between 2016-2017, I was the representative for the Games Development course, which involved overseeing any issues related to the course or school itself, aired by students. This allowed me to be an advocate of the course and have direct communication in meetings with lecturers and other staff high in the chain of command to talk about any issues or problems the students have.

References

References available on request.