

BRADLEY JOHNSON

JUNIOR PROGRAMMER

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PERSONAL STATEMENT

As someone with great passion in the development of games it's been a joy to take my first steps in the industry. Alongside with my degree, employment has given me a stronger understanding of not only the technical aspect to programming, but also working effectively in a team environment, time management and confidence in myself as a programmer. Working with an independent company as the sole programmer was an invaluable experience, but I now look to work in a team environment with seniority to guide me as I gain further knowledge in the industry.

CORE SKILLS

- ◆ Fluent in C#
- ◆ Proficient in Unity
- ◆ Proficient with Git repositories
- ◆ Experience in SQL
- ◆ Experience in Java
- ◆ Microsoft suite

WORK EXPERIENCE

PROGRAMMER | PRIMORDIAL GAMES STUDIOS

2021 - present

Working with an independent company as the sole programmer was an invaluable experience. As well as exercising my practice as a programmer in a commercial environment I gained experience working on multiple stages of development and how to work efficiently with teams in other departments. I also spent the time I found myself working in a team to learn more about other areas of game development, like how to efficiently work alongside other departments such as artists and management, which I now take into account when solving a problem.

EDUCATION

ANGLIA RUSKIN UNIVERSITY | BSc (HONS) COMPUTER GAMING TECHNOLOGY

2017 - 2020 | 2:1

My Time at university was extremely valuable as creating a foundation of knowledge that I could take with me as I found my first placement in the industry in both implementing my programming skillset to a wide range of game genres as well as practical skills, such as effective communication within teams, working to deadlines and independent studying.