JOSH BRIGGS

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Personal Statement:

Computer science is vast subject, many of which I have had experience in, however growing up I have also had a great passion for gaming, the moment I began making games I have always wanted to become a game developer, one day making my own unique creations to please myself and the millions around the globe, taking my course at university I hope to achieve these goals.

Skills:

- C++, C#, SQL, JavaScript, Python, Windows API.
- Visual Studio, Unity, Unreal Engine, Git, Excel.
- Read & write in English, Italian and slightly in French.

Education:

(01/09/21 - PRESENT) BSC (HONOURS) COMPUTER SCIENCE FOR GAMES AT SHU

2D GAMES DEVELOPMENT
MATHMATICS FOR MODELLING AND RENDERING
SOFTWARE – HARDWARE OPTIMISATION TECHNIQUES
FUNDAMENTALS OF COMPUTER ARCHITECTURE
MATHMATICS FOR GRAPHICS
PROGRAMMING 2D GAMES

(01/09/20 – 01/07/21) FOUNDATIONAL DEGREE IN COMPUTER SCIENCE AT UOFS

MATHS
FURTHER MATHS
PHYSICS
ENGINEERING

(01/09/18 – 01/07/20) A LEVELS:

COMPUTER SCIENCE	B
FINANCE	B
BUISNESS	B
CORE MATHS	B

Work Experience:

REVOLUTION COCKTAIL BAR

- o **(07/06/22 – PRESENT)** Team Leader
- o **(10/08/21 – 07/06/22)** Bartender
- o **(07/06/21 – 10/08/21)** Support member

Hobbies & Interests:

- Gaming (such as pool & airsoft)
- Stock trading
- Team sports

Referees, available on request:

- Gilbert Fiddlemore (Head of A-levels & finance teacher)
- Louie Salmons (Manager of Revolutions Sheffield)