

Callum Holliman

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Portfolio: callumholliman.github.io

PROFILE

Highly motivated second year games programming student at the University of Gloucestershire, looking for a placement year in industry, with my keen interest in the ever-evolving world of gaming and programming. And my technical skills built through my course at university such as proficiency in C# and C++ through Unity and Unreal Engine and previous work experience as a bartender and waiter which have given me invaluable transferrable skills that will be useful in a year in industry.

EDUCATION & QUALIFICATIONS

Denbigh School - A-level

2021

Computer Science (C)

Physics (C)

Maths (E)

KEY SKILLS

- From bartending and waiting, a fast-paced and demanding job, which has enhanced my ability to think on my feet and solve problems quickly. This is an invaluable skill demonstrated throughout my games programming course where I have had to face unexpected challenges and need to debug and troubleshoot code, even on an urgent timeframe.
- In my job experience, I had to pay close attention to details such as cocktail recipes, customer orders, and inventory management. In my course, this is reflected in my detailed use of syntax and organised code structure. In programming, attention to detail is very essential due to small mistakes in causing a large amount of time wasted on debugging.
- I communicate with a diverse group of people daily. This translates well to programming, where clear communication is essential to working on teams and collaborating on projects to explain technical concepts to designers or artists, as well as to help you understand and implement the needs of clients and stakeholders. This is also demonstrated throughout my degree, such as my group project for my experimental game's module, where both our designers and programmers have had to collaborate to produce models which are designed to align with the functionality of our game mechanics.
- Throughout my course, I'm active in keeping up with the changes in industry using gaming news related YouTube channels and other gaming and tech specific social media sources.
- Alongside my degree, I have found that perseverance is a needed skill when dealing with issues of programming, as well my hobby in bouldering has aided me as it can be a very challenging and requires good problem-solving skills. The perseverance that I develop through climbing experiences can be valuable in a programming placement, where I may encounter difficult problems that require persistence and determination to solve.

SOFTWARE SKILLS

- C++

- C#
- Unity
- Unreal Engine
- GitHub
- JavaScript

WORK EXPERIENCE

Bartender | Stonegate group

Aug 2022 to May 2023

- Serving customers such as taking food and drink orders, pouring drinks and mixing cocktails. As well as keeping the bar clean and presentable and restocking when necessary.

Waiter/cocktail bar | Giggling Squid

Feb 2022 to Nov 2022

Popular Thai restaurant chain

- Waiting staff - Responsible for managing food delivery to tables and greeting/serving customers fast but politely and managing/packing orders for food delivery.
- cocktail bar - Responsible for preparing and serving all beverages for customers, including mixing cocktails and keeping bar stocked and ready for service at any time.

Web app developer | Agile Centre Ltd

Jan 2022 to Jan 2023

- Developing a web app using JavaScript involving collecting and storing spreadsheet data from an online survey, and processing/calculating a relevant score. Then emailing the participants with a pdf containing relevant information to their results.

ADDITIONAL INFORMATION

INTERESTS

Bouldering: Within bouldering, I have gained many skills such as attention to detail as small details can make a big difference in whether you successfully complete a climb. This same attention to detail can be essential in programming, where small errors or omissions can lead to big problems.

Gaming: Playing a wide range of games and being involved in the gaming community has given me insight into the technical difficulties certain games can create, but also how to overcome them. Not only that, but it has also driven my passion over that last 20 years to develop games. Part of gaming society: I am also part of the UOG gaming society, I have made invaluable connections to others who work in the industry, as well as play alongside them in tournaments which has boosted my communication skills as well as improving teamwork. In 2019, I also participated in multiple semi-professional gaming tournaments, including Belong gaming arena, which has helped me gain a lot of experience and understanding for vital game mechanics and their implementations to provide a positive and competitive user experience.

Console modding: I enjoy being a part of the console modding community, which includes researching different techniques and vulnerabilities in consoles, which allows me insight into important errors in both console and game codes which can lead to such vulnerabilities and therefore exploitation.