

A BSc Games Computing graduate seeking position as Graduate C# Developer, with the aim of progressing towards a leadership role. Possesses fundamental knowledge of C#, C++, JavaScript, and HTML, regarding web and game development. Studying Games Computing has helped further develop both creativity as well as programming skills, such as using PhysX API to create a golf simulator C++, as well as using C# to create procedurally generated content. Furthermore, is eager to learn and frequently engages with learning new software, namely Android Studio and React Native at present.

- **C#, C++, JavaScript, HTML knowledge** – Creation of application UI using HTML and CSS, as well as development of Budgeting application in JavaScript with Android Studio and Firebase
- **Leadership skills** - Tasked in group projects with assigning roles to teammates, as well as organise meetups to mentor first year students in University peer mentorship programme
- **Communication Skills** – Provided product pitches to examiners as a part of group and individual projects
- **Proficient in all Microsoft packages** – namely Microsoft Forms, to create surveys from user research, Excel, for creating risk assessments for projects and PowerPoint, to create engaging presentations to sell viewers on project ideas.
- **Adaptability** - Required to work in different teams, in different sectors during retail role
- **Strong knowledge of Adobe Cloud software** – specifically adobe premiere, creating promotional material for video sharing platform, as a part of a university group project, also proficient in Adobe XD, Adobe Photoshop and Adobe Animate
- **Problem Solving skills** – Breaking down and pinpointing bugs and issues during development of personal projects

EDUCATION & QUALIFICATIONS

University of Lincoln - Games Computing BSC | 2017-2021 (expected)

Predicted Grade: 2:1

Key Modules –

Programming and Data Structures – Introduction to C# programming, Classes and Objects, Static Methods, Testing and Exception Handling.

Object Oriented Programming – Introduction to C++, STL collections and File streams.

Maths for Computing – Calculus, Set Theory, Linear Equations and Matrices.

Human Computer Interaction – Accessibility/ Accessible Design, Requirements Analysis and User Centred Design, Data Analysis

Cross Platform Development – Mobile Usability, React Native, Local Storage, Firebase Database, REST API, JavaScript

South and City College Birmingham (2015-2017)

BTEC ext. Diploma IT - D*DD (Distinction* Distinction Distinction)

Kingsbury School and Sports College - 9 GCSEs (or equivalent) Grade A*-C | 2008-2013

English Literature (B) Science Double Award (B, B) History (B)

Maths (C) English Language (C) Geography (C) R.E (C) P.E. (BTEC) (Distinction)

WORK EXPERIENCE

Packer | Amazon

Oct 2019-Oct 2020

- Communicated effectively within a multinational team to ensure packing targets were met.
- Working in a constantly changing environment within a team or on own initiative
- Communicated clearly with senior colleagues, in the event of a safety issue

Retail Assistant | Primark

Sep 2016-Sep 2017

- Providing tailored customer service to a variety of customers with various needs
- Able to work within a busy environment under pressure
- Addressed complaints and issues in line with customer policy
- Able to prioritise several tasks whilst working at a quick pace

ADDITIONAL INFORMATION

Regarding extra-curricular activities, enjoys spending time learning about the stock market and business operations. Regarding academic activities, in the process of completing the Lincoln Global Award, with key engagements so far including learning Sign Language, in addition to learning about the challenges faced by the Deaf community when dealing with technology.

REFERENCES

References available on request.