During the build up to exam season, I acted as a personal tutor in mathematics to three students (one in the first year, and two the following year). This provided me with the opportunity to develop many skills such as my communication, time management and organisation skills. These skills have since aided me in my work as they allow for a more efficient workflow.

* Proficient with the C++ language
* Strong organisation and communication skills
* Experience using graphical API’s such as DirectX and OpenGL
* Understanding of the Unreal Engine 4
* Highly knowledgeable in Mathematics
* Logical and Creative Problem Solver
* Self-motivated with good time management
* Highly Adaptable

SKILLS

**Computer Games Programming** First Year – 1st (86%)

**BACHELOR OF SCIENCE (HONS)**

**2017 - Current**

ACADEMIC BACKGROUND

* Mathematics – A
* Information Technology – D\*
* Creative Media – D\*
* Product Design – B (AS Level)

**A - LEVELS**

**2015- 2017**

* Games Engine Creation – 99%
* Game and Graphical Systems – 87%
* Computing and Mathematics – 86%
* Business Skills – 73%

INTERESTS

In my free time, my main interest is in videogames. This consists of both producing and playing them myself. I admire the fact that games allow for the player to enter a new world and find entertainment no matter their situation. It is this admiration that led me to want to become a games programmer.

Aside from video games, I enjoy cooking, reading and swimming due to their relaxed nature as well as archery, paintball and airsoft which allow me to indulge in my competitive side with friends.

Currently a student games programmer studying at Staffordshire University, I’m eager to develop my passion for games into long-lasting career. I am seeking a year long placement within a respected games development company in order to enhance my current programming and transferable skills and also further understand and gain experience within the industry I wish to enter into after graduation.

* Unreal Engine 4

ENGINES

* DirectX 11
* OpenGL
* SDL 2
* S2D (University Proprietary API)

API’s

* C++
* C#

LANGUAGES

REFERENCES

**Craig Weightman – Lecturer Staffordshire University**

[Craig.Weightman@staffs.ac.uk](mailto:Craig.Weightman@staffs.ac.uk)

**Davin Ward – Lecturer Staffordshire University**

[Davin.Ward@staffs.ac.uk](mailto:Davin.Ward@staffs.ac.uk) (+44) 1785353644

**Christopher Briggs Head of Sixth Form Erasmus Darwin Academy**

01543 685828

Chris.177@hotmail.co.uk

(+44) 7741 258034

4 Scholars Gate, Burntwood Staffordshire WS7 9EE

**2016 – 2017 Personal Tutor**

PROFILE

EXPERIENCE

Student Games Programmer Wolyniec.co.uk

CONTACT

CHRISTOPHER WOLYNIEC