Christopher Murray

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Skills

Proficient in	C++, Java
Experience with	C#, OpenGL, OpenSG, HTML5, CSS, UML, Assembly, Prolog, Flex
Technologies	Unity, Visual Studio 2013, Unreal Engine 4, 3DS Max, Eclipse, Android Studio

Education

UNIVERSITY OF BRIGHTON   2014-2016

BSc (Hons) Computer Science (Games)   *2.1*
Key Modules
- ○ Individual Project(71%)
- ○ Computer Graphics Algorithms (74%)
- ○ Computer Systems Architecture (71%)
- ○ Mobile Development (59%)

UNIVERSITY OF BRIGHTON   2012-2014

FdSc Computer Games Development   Distinction
Key Modules
- ○ Introduction to Databases (64%)
- ○ Object Oriented Analysis and Design (77%)
- ○ Object Based Programming (90%)
- ○ The Games Industry (68%)

Projects

CURRENT PROJECT: VILLAGEDEFENDER   ⌕ VillageDefender

- My first project using the Unity engine and the C# language
- The project expands upon the existing Survival Shooter Unity tutorials
- Using Unity I've learnt how to implement a more modular approach to game development
- The most recent problem I solved involved spawning n pickups, with the constraint that each randomly selected spawn point can spawn one pickup at any given time, and only allowing a new pickup to be spawned when the original is destroyed.

FINAL YEAR PROJECT   ⌕ Final_Project

- 3D third-person shooter prototype game, built in Unreal Engine 4
- Use of C++ and Unreal API over Unreal Blueprints
- Used Unreal behaviour tree tool to create basic AI behaviour (Idle, Searching, Attacking)
- Use of fuzzy logic to implement weapon switching for the AI
- Use of instant-hit detection over projectile-hit detection (both implemented)
- Use of animation blueprints and state machine
- Basic level design prototyping, with collision bounding boxes

Employment

The Co-operative Food

Customer Team Member