Christopher Murray

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Skills

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

Education

UNIVERSITY OF BRIGHTON   2014-2016

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

UNIVERSITY OF BRIGHTON   2012-2014

FdSc Computer Games Development   Distinction
Key Modules
- Object Oriented Analysis and Design(77%)
- Object Based Programming(90%)
- Low Level Programming(79%)
- Logic and Advanced Data Structures (77%)

Projects

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)
- Basic level design prototyping

Employment

The Co-operative Food   EASTBOURNE, UNITED KINGDOM
Customer Team Member   2012-PRESENT