

# Christopher Murray

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## Profile

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An adaptable and committed Computer Science graduate with a 2:1 honours degree from Brighton University. I am looking to secure a permanent position to further develop my problem solving skills. While strengthening those I already possess in a live, challenging and fast-paced environment.

During my degree I successfully combined my studies with work and other commitments showing myself to be self-motivated, organised and capable of working under pressure. I have a clear, logical mind with a practical approach to problem solving and a drive to see things through to completion. I enjoy working on my own initiative or in a team. In short, I am reliable, hardworking, keen to learn and have a genuine interest in software.

## Skills

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<b>Proficient in</b>	C#, Java, C++
<b>Experience with</b>	HTML, CSS, OpenSG, LaTeX, UML, Assembly
<b>Technologies</b>	Git, Visual Studio, Eclipse, Unity, Unreal Engine 4, GIMP, Android Studio

## Education

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UNIVERSITY OF BRIGHTON

2014-2016

**BSc (Hons) Computer Science (Games)**

**2:1**

Modules included Computer Graphics Algorithms, Computer Systems Architecture, Applied Intelligent Systems, Mobile Application Development.

### 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

### CatShop

- The application which mimics a simple retail shop system.
- The application used the MVC design pattern.
- Implementing OOP principles to improve upon an existing code base written in Java.
- Involved a series of coding exercises. Each exercise required a code critique, test cases and evidence of functionality.
- Once completed, I also went outside the assignment requirements by changing the look and feel of the application.

- Individual project used as an example for new students.

Modules included Introduction to Databases, Introduction to Web Development, Dynamic Websites, Requirements Analysis, Foundation of Professional Practice.

## Employment

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### The Co-operative Food

Customer Team Member

EASTBOURNE, UNITED KINGDOM

SEPTEMBER(2017)-PRESENT

- Helping to till train new staff members.
- My main responsibilities involve manning the till processing shopping, dealing with customer requests/complaints, keeping the till area tidy.
- Given access to the extra till functionality usually only allowed for team leaders, i.e. I can process refunds, price mark downs and void transactions without a supervisor's code.
- Teamwork is an important part of the role and involves, putting aside my own tasks if a colleague is in need of assistance, and taking initiative in terms of when to provide help.

### McColl's Retail Group

Retail Sales Assistant

EASTBOURNE, UNITED KINGDOM

APRIL-SEPTEMBER(2017)

### The Co-operative Food

Customer Team Member

EASTBOURNE, UNITED KINGDOM

2012-APRIL(2017)

## Extracurricular Work

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### Ongoing Unity Project: RTS Game

 RTSGame

- Developing modular, reusable code, for a real time strategy game, point and click building placement and management system.

### Portfolio Website: christopher-murray.com

 ChristopherMurray.github.io

- Uses Bootstrap for responsiveness on multiple devices.
- Code for my site can be viewed on my Github repository with the same name as shown on the right above.

### Unity Project: VillageDefender

 VillageDefender

- A personal project and my first time using both the Unity engine and the C# language
- The project expands upon the existing Survival Shooter Unity tutorials
- Using Unity to implement a modular approach to game development
- Solutions I have created involved developing an algorithm for spawning  $n$  pickups with various constraints, I can discuss these further if required at interview.