Christopher Murray

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Profile

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

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

Education

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.

UNIVERSITY OF BRIGHTON   2012–2014

FdSc Computer Games Development   **Distinction**

- Individual project used as an example for new students.

Modules included Introduction to Databases, Requirements Analysis, Foundation of Professional Practice, Object Oriented Analysis and Design, Dynamic Websites.

Employment

The Co-operative Food   EASTBOURNE, UNITED KINGDOM
Customer Team Member   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   EASTBOURNE, UNITED KINGDOM
Retail Sales Assistant   APRIL–SEPTEMBER(2017)

The Co-operative Food   EASTBOURNE, UNITED KINGDOM
Customer Team Member   2012–APRIL(2017)

Extracurricular Work

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.

codefights.com

- I use this site in my own time, for fun and as a way to keep my programming skills fresh and more importantly to give myself exposure to challenging and sometimes real-world coding problems.