CRAIG JEFFREY

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Profile

Perfectionist Game Programming Student

Final year game programming student at University of Abertay Dundee searching for a programming job starting this summer/later this year. I am a quick learner as I find the process of mastering a skill or achieving proficiency deeply rewarding and pride myself in being competent at what I do. I am an open minded and curious person, always willing to learn and consider criticism.

Education

2012 - 2016: University of Abertay Dundee
BSc(Hons) Computer Games Technology *Expecting 2:1*

Modules include: Network Programming, Procedural Methods, Graphics Programming, Audio Programming, Computer Operating Environments, Applied Mathematics.

Honours Project - "Music Information Retrieval for Computer Games"
(2015-2016 *(Currently In Progress)* | C++ (SFML) & MATLAB | Windows PC)
Currently working on this project which involves researching digital signal processing techniques to analyze music files to obtain metadata about the music. I am also creating a rhythm game to demonstrate and explore the creation of gameplay using the metadata obtained.

Projects

Group Project - "Galaxea" - Engine Programmer
(2014-2015 | C++ (Abertay Framework) | Sony PS Vita)
- In third year at university I participated in a professional group project working on a 2D game based on a brief by FuturLab.
- As the engine programmer I implemented many aspects of the game including level loading (using Tiled and RapidXML), menus and UI, the overall application state machine and tile collision physics (using Box2D).
- I worked as part of a team of 8 along with 1 gameplay programmer.

Independent Project - "Handmade Hero" - Casey Muratori
(Ongoing | C++ | Windows PC | Open Source->GitHub)
- I am following along and independently studying and customizing Casey Muratori's Handmade Hero.
- Doing this project has taught me a lot so far including how an industry veteran goes about programming and has challenged me to reevaluate my views on paradigms such as object orientation.

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Technology

Languages:	**C++(>15 projects),** HLSL(2 projects), MATLAB(3 projects), Python(2 projects), HTML/CSS(1 project), C#(1 project).
Development Tools:	**Microsoft Visual Studio, Git with SmartGit,** Unity
Libraries and APIs:	DirectX 11, OpenGL 3.0 (fixed-function), XAudio2 & X3DAudio, Windows API, WinSock, C++ Standard Library(incl. threading & containers), SFML, Box2D, RapidXML.
Miscellaneous:	3D rigging/skinning with Autodesk Maya, LaTeX with TeXstudio, Level Editing with Tiled, Image Editing with paint.net/Pixlr.

Awards

6 Years Perfect Attendance (2006-2012) - Achieved at Caldervale High School.

Hobbies

Computer Gaming

- I enjoy games that have interesting mechanics, mechanical depth or involve mastering a skill and tend to play online games as I am competitive.
- Due to my interest in game mechanics I have a strong intuition when it comes to speculating on how a game's code may be structured or implemented.
- Computer gaming as an interest and passion has provided me with some very useful skills ranging from working effectively in a team to optimizing efficiency in competitive environments.
- I have also developed basic skills in image editing and interface design attained when customizing the user interface of various games I enjoy.

Computer Hardware and Peripherals

- I have an interest in computer hardware and peripherals and have above average knowledge of how computers work physically.

References

Available on request.