Ben Dixon

Computer Games Programmer

📍 UNITED KINGDOM

Details

Bedfordshire, United Kingdom
+447792222200
bendixon50@gmail.com

DATE OF BIRTH

09-Aug-1997

DRIVING LICENSE

Full

🌐 Social Profiles

Twitter

GitHub

Website

📊 Skills

C | C++ | C# | Java
DirectX | OpenGL
GLSL | HLSL
Git
Unix/Linux (Ubuntu, Debian, CentOS)
Visual Studio | Visual Studio Code | IntelliJ IDEA
Unity 4.5 - 5.x
HTML | CSS | JavaScript
NodeJS | ReactJS | VueJS
Markdown
Photoshop

👤 Profile

I am a motivated and active computer games programmer where I have just finished my second year of study at Staffordshire University, studying Computer Games Programming BSc. Currently working on web projects in my spare time as a hobby but I am becoming interested in lower level languages. I am passionate about creating new and innovative platforms, games and web applications and am a large PC software, gaming, networking and hardware enthusiast.
Looking for full or part time work as a software engineer/computer games engine/tools programmer.

🎓 Education

Computer Games Programming, Staffordshire University
September 2016 – Present

Achievements:

- Learning alternate languages/systems in my spare time - Unity to build/prototype games, Rust for modern/fast low level programming and other small web based projects.
- Creating multiple desktop wrapper clients for web based applications using frameworks such as Electron.
- Successfully built game engines using eiither DirectX 11 and OpenGL. Including texturing, gouraud & phong shading, basic physics system & particle system.
- Created and pitched small 2D top down zombie shooter created in Lua/Love2D to Matmi™.

Modules:

- **Fundamentals of Computing & Mathematics:** Introduction to core concepts of advanced mathematics.
- **Fundamentals of Game and Graphical System Development:** Creating basic game using C++ and OpenGL.
- **Further Games & Graphics Concepts:** In depth learning and usage of DirectX and studying of game physics, lighting and other core game concepts.
- **Introduction to Software Development:** Basic introduction to object orientated programming.
- **Concurrent Network Applications:** Introduction to application networking using C#.
- **Task Based Software Engineering:** Learning to create and optimise applications in languages such as C#, using systems such as parallel programming, task factories, etc.
- **Technical Games Production:** Creating games either solo, in pairs or in groups and learning how to create them under studio environments and using applications like Trello for task management and Git for code management.

IT - Level 3 Diploma, Bedford College, Bedford

September 2014 – May 2016

Seven GCSEs including Maths and English

💼 Employment history

Senior Service Desk Analyst at CreeperHost, Remote

October 2016 – Present

Since starting at university I have been working part time at CreeperHost, a game server host provider. My roles have included anything from:

- Service creation, termination, migration & general management
- Service name database moderation
- Client email/telephone/ticket support
- Social media forwarding support

Shadowing at Centrality, Meppershall

September 2015 – October 2015

Continuing as part of my work experience at Bedford college, I spent 2 weeks shadowing multiple staff members at Centrality, a local company specialising in the following:

- Custom PC OS Builds
- 24/7 client ticket/telephone support
- Hardware repair/replacement services

Programming Assistant at Shortstown Primary School, Shortstown

June 2015 – July 2015

The last part of work experience at college, I helped a nearby primary school with introducing children to programming. I helped guide the children through basic programming using tools such as:

- Barclays block coding
- 1 to 1 online playground Python coding

📇 References

Paul Taylor from CreeperHost
paul_t@creeperhost.net

Steve Foster from Staffordshire University
s.foster@staffs.ac.uk