

# Pip Turner

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**GitHub**  
**LinkedIn**

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/pip-turner97

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## Personal Profile

I am a programmer, game developer and writer, with over four years of programming experience, currently in my final year of BSc Computer Science at Aberystwyth University. I am reliable, self motivated and a good team member. I am currently looking for a role within a company that can actively push me to learn and expand my current skill set.

## Skills

**Programming Languages:** *Java, C#, C, C++, Javascript (Three.js & P5), SQLite, PostgreSQL*

**Markup Languages:** *HTML5, CSS,  $\LaTeX$*

**Software:** *Windows, OSX, Linux Mint, Unity 5, Blender, Git, Bitbucket & Github*

**Other:** *Agile - Scrum, XP, TDD*

### Soft Skills

*Creativity, Leadership, Organisation, People Skills, Public Speaking, Reliability, Teamwork*

I volunteered as a youth group leader, which equipped me with valuable leadership and teamwork skills. I attended a drama group for 10 years, providing me with excellent communication skills. I was part of Aberystwyth's Christian Union committee - I organised two Bible study groups a week, trained leaders and advertised the study. This role helped me to develop my organisational, leadership and presentation skills.

## Education & Qualifications

**2015-2018** Computer Science (BSc) - Aberystwyth University

Expecting to achieve a First Class honours, in line with my results so far  
Achieved a Merit Award in the Aberystwyth Scholarship examination

### Completed Modules and Percentages:

*Applied Graphics (94%)  
Artificial Intelligence (81%)  
C and C++ Environments (75%)  
Program Design, Data Structures & Algorithms (79%)*

### Current Modules:

*Computer Graphics and Games  
Machine Learning  
Agile Methodologies  
Developing Internet-Based Applications*

**2013-2015** A Levels - Handsworth Grammar School, Birmingham

*Computing (B), English Literature (B), Mathematics (E)*

**2008-2013** GCSES - Handsworth Grammar School, Birmingham

*13 GCSES A\* - C (Including: Distinction ICT, A in Maths)*

## Projects

To see my full portfolio, visit [pipturner.co.uk/portfolio](http://pipturner.co.uk/portfolio)

**QRTTNBPBYTROAYALID, An Infinite Runner (Unity, C#):** Quick, Run to The Next Battery Pack Before Your Torch Runs Out and You Are Left In Darkness!, is an infinite runner created for Ludum Dare #39. I worked on the code and game design.

**3D "Temple of Doom" Scene (JavaScript, Three.js):** 3D Scene made for an assignment using Three.js. Every item in the scene was modelled using Three.js rather than using 3D Modelling software. I was awarded a First for the project.

**The Search For A Good Book (Blender):** A 1-2 minute animation made for an assignment using Blender. I used a low poly style to create something which looked good and allowed me to quickly create more content. I was awarded a First for the project.

**Buccaneer (Java):** A Group Project Assignment in which we ported the Buccaneer Board Game to Java. I was in charge of the majority of the backend of the project, enabling it to follow the given requirements and triggering UI events. We were awarded a First for the project.

**Inglennook Sidings (C++, C):** A Client-Server program which enables the user to solve the inglennook sidings problem. This was made as a University assignment and was awarded a First.

## Previous Work

**2016- 2018:** Aberystwyth University, Penglais, Aberystwyth, Ceredigion, SY23 3BF  
*Demonstrator* - Demonstrated for lower years in a variety of workshops including C, C++ and Java.

**2015- 2016:** Handsworth Grammar School, Grove Ln, Handsworth, Birmingham, United Kingdom  
*IT Technician* - A summer job in which I worked with a team of technicians in order to complete jobs which are not easily attainable during term time.

## Voluntary Work

### **SpecialEffect (2015-Ongoing)**

I help on Special Effect's Stall at various events in the UK. Special Effect uses technology to enhance the quality of life of people with physical disabilities. This involves speaking with attendees about SpecialEffect, and running various demos.

## Interests

**Pip Writes Stuff ([medium.com/pip-writes-stuff](http://medium.com/pip-writes-stuff))** I have run a blog called Pip Writes Stuff since 2014. I write regularly for blog. I am particularly proud of a series called "Itching For More" which focuses on small, unknown alt games, and aims to provide a discussion surrounding them. Pip Writes Stuff has been featured twice in Rock Paper Shotgun's The Sunday Papers.

I play classical and electric guitar, violin and some piano. I cycle regularly and enjoy reading, both fiction and non fiction. Two books I've read recently are *On The Road* - Jack Kerouac and *Embed with Games* - Cara Ellison, both of which were beautiful reads.

## Referees

<b>Name</b>	Dr Andrew Starr
<b>Company</b>	Aberystwyth University
<b>Position</b>	Teaching Fellow
<b>Contact</b>	aos@aber.ac.uk

<b>Name</b>	Mr Chris Eaton
<b>Company</b>	Handsworth Grammar School
<b>Position</b>	Technical Operations Manager
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