

# Dylan Bateman

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Wolverhampton, UK

## Personal Profile

Highly motivated and results-driven software developer. Recently graduated as a Bachelor of Science with Honours in Computer Games Development at Staffordshire University. Offering strong attention to detail, excellent problem-solving skills, and the ability to work well using own initiative as well as in fast-paced team environments. Both while adhering to strict deadlines.

## Technical Skills

Languages & Libraries / APIs: C# | C++ | .Net Core | React | Python | OpenGL

Tools & Technologies: Visual Studio | GitHub | Unity | UE4 | Blender

## Education

BSc (Hons) Computer Games Development, **Staffordshire University** 2019 - 2022

- Undertaken numerous projects from planning fully through development into internal release using a variety of languages and technologies including C++, C#, Unity, & Unreal Engine 4.
- Designed, developed, and delivered systems with high-quality code applying fundamental programming concepts including object-oriented programming, SOLID principles, and design patterns.
- Collaborated with a team to create and develop a project within a simulated working environment within a limited timeframe using an agile methodology.

## Experience

Team Leader / Barista, **Staffordshire University Students' Union** 2019 – 2022

- Delivered excellent customer service with the aim to exceed customer expectation and improve customer experience within the store while maintaining a calm and composed presence within a busy, fast paced, and challenging work environment.
- Handled and prepared a wide variety of hot and cold drinks as well as food while supervising and training new team members.
- Frequently opened and locked shop, managed stock, personally communicated with customers to handle queries and feedback.

## References

Available upon request