

Eddie Waite

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[Portfolio](#) • [GitHub](#)

Personal statement

Having recently graduated from The University of West England (UWE) with a first-class degree in BSc Games Technology I am now looking to start my career in game development. I am an efficient and logical game programmer, problem solver and team player, which I have proven through many solo and group projects during my time at university, often taking a lead role in group activities.

Programming Languages and Skills

- Programming Languages (C#, C, C++)
- Development of formulas and algorithms for Artificial Intelligence (AI) application.
- DirectX11
- GitHub project management
- Software knowledge and experience:
 - Game Engines (Unity 3D, Unreal Engine)
 - 3D Software (Autodesk Maya and 3Ds Max, Blender)
 - Adobe suite (Photoshop, Flash, Illustrator)

Creativity and Communication

- Skilled in generating creative ideas, this is demonstrated through the games that I have planned and designed.
- Capable of producing aesthetically pleasing work, in a range of formats and software platforms – shown in a number of engaging presentations and projects that used a combination of materials.
- Creative skills developed through designing and creating a range of games including both 2D and 3D.
- Able to communicate clearly both written and verbally, which is enhanced through the use of other mediums, this is demonstrated in various university presentations and assignments.

Education

University of West England (UWE), Bristol, Avon.

(September 2017 – 2020)

BSc Games Technology – First Class Honours

Key Skills gained:

- Analytical and conceptual thinking;
- Advanced problem solving and numeracy skills;
- Accomplished communication skills, both written and verbal, developed through numerous assignments and digital media presentations;
- Proficiency in a range of specialist software, as detailed above;
- Learning multiple programming languages, as detailed above;
- Team working and project planning;

First year core modules: Introduction to Artificial Intelligence, Entertainment Software Development, Principles of 3D Environments, Game Development Evolution

Second year core modules: Low Level Programming, Gameplay Programming, Game Engine Architecture, Game Level Design, Play and Games

Third year core modules: Advanced Technologies, Audio-Visual Production, Creative Technology Project, Commercial Games Development

Final year projects:

- [Sokoban Gen](#) - Procedural generation system for generating unique Sokoban puzzles as part of a larger level structure using an algorithmic approach created for my dissertation project
- [Don't Walk By](#) - Polished game created as part of a larger cohort, made up of smaller teams with each team taking on individual responsibilities and game mechanics.
- [Back in my Day](#) - Virtual reality tour of historic music venues throughout Bristol created for the Oculus Quest within Unity3D.
- [Foliage Model Generator](#) - Procedural foliage model generation system with adjustable attributes which is capable of generating plant models which can be exported created using DirectX11.
- [Open world system](#) - Developed using DirectX11, handling the serialization and deserialization of chunks' geometry and positional data at runtime.

Coleg Ceredigion (Cardigan College), Ceredigion.

(September 2011 – June 2016)

Cambridge TEC Diploma in ICT Level 3

Overall Grade – DDD (Distinction, Distinction, Distinction)

Notable modules: Spreadsheet Modelling, Website Production, Computer Animation, Database Design, Digital Graphics

GCSE's including: Maths, English, IT, Media Studies

Game Jams

[Global Game Jam 2020](#)

Participated in the Global Game Jam 2020 in which I took the role of lead programmer, creating a 2D game within 48 hours based on the prompt 'Repair'.

Employment History (Seasonal)

Aviva, Bristol

Pension Administrator (July – September 2019 & July 2020 – February 2021)

Key achievements and responsibilities:

- Managed key processes as part of the pension remediation team;
- Quickly adapted to new systems through training
- Efficiently used corporate systems for the handling of several different processes;
- Worked effectively as part of a team, displaying effective communication in a professional setting;

TSB, Bristol

Project Administrator (July-December 2018)

Key achievements and responsibilities:

- Managed key processes in the mortgage operation division;
- Project management of remediation approach for mortgage customers;
- Effective team working and communication in a professional setting;
- Required awareness of multiple corporate systems and meticulous attention to detail;
- Training and mentoring of others in the use of the systems used daily;

Hobbies & Interests

I spend a lot of time designing and developing video games, this involves writing code and creating assets. I also enjoy creating a range of other digital media, including using software such as Autodesk Maya to model and animate unique 3D models and environments.

I also like to spend a lot of time outside, and quite regularly go camping in a range of locations with friends.

References available on request