

Ewan Burnett

An Inspired Computer Science Student, passionate about computer architecture, who is looking to break into the Tech Industry as a professional software engineer. Currently a specialist in computer graphics, software optimisation, and API development.

Competencies

- **Application Development:** C, C++, C#, SQL
- **Debugging and Optimisation:** x86 Assembly, ARM Assembly
- **Computer Graphics:** DirectX 11, HLSL
- **Scripting:** BASH, Lua
- **Tools:** Visual Studio, Unreal Engine 5, Unity, Nvidia Nsight, Git, Microsoft Office
- **Communication:** Japanese Language Proficiency (JLPT N4)
- **Development Pipeline:** CMake, Git, Trello, Doxygen

Experience / Education

2:1 | MComp Computer Science for Games

Sheffield Hallam University (Sept. 2020 – Jun. 2025)

- Advanced C++ Programming
 - Practiced Static and Dynamic Cross-platform Library development.
 - Developed systems following both Object Oriented and Data Oriented Design Principles.
 - Performed in-depth Memory Management and Debugging using industry standard tools.
- Real-time 3D Rendering Engine Development
 - Engineered efficient software to run within the real-time refresh rate of 1/60th of a second.
 - Learned key principles of Mathematics for use in 3D Graphics.
 - Authored Technical Design Documentation for complex systems.
- Focus on low-level optimisation and Hardware Architecture
 - Gathered performance data via intrusive profiling.
 - Explored the uses of Concurrency and Parallelism in software.
 - Studied the fundamentals of Assembly Programming, and differences between various Platforms.

Distinction | BTech Games Technology

Confetti Institute of Creative Technologies (Sept. 2018 – Jun. 2020)

- Fundamentals of Game Development
 - Created interactive gameplay systems using Unity and Unreal Engine 4's APIs.
 - Data Structures and Algorithms with software Design Patterns
- Software Development Pipeline
 - Executed the process of Designing, Scheduling and Producing projects to meet requirements.
 - Worked through the 3D Asset Creation Pipeline using industry standard tools.
- Teamwork and Project Management
 - Gained Practical Experience in using Version Control Systems.
 - Employed Agile Project Management.
 - Performed code reviews in collaboration with peers.

Gameplay Testing

- Unannounced Title - 2023
- Crime Coast [Pixelsquad] – 2019
- Terminator: Dark Fate [Riverhorse Games] – 2019
- Krowdfunder: The Game [Riverhorse Games] – 2018
- Jim Henson's Labyrinth: The Board Game [Riverhorse Games] – 2018
- Pacific Rim: Extinction [Riverhorse Games] – 2018