Ewan Burnett

Graphics Programmer

A Skilled Computer Scientist capable of engineering software using Cutting-Edge technology. As a specialist in Computer Graphics, I am looking to bring my knowledge of modern Graphics APIs, Computer Architecture and Parallelism into the industry as a professional.

- Linkedin.com/in/EwanBurnettSK
- Github.com/EwanBurnett
- EwanBurnett.github.io

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Competencies

Programming and Scripting Languages
C++ 17, C#, C, BASH, SQL, x86 ASM

Graphics APIs
Vulkan, DirectX 11, HLSL, GLSL

Cross-Platform Development
PS5, PS4, Windows, Linux

Tools
Git, CMake, Visual Studio, UE5, Unity, Autodesk Maya, Trello

Communication
English, Japanese, German, Mandarin

Accolades

Course Representative
JLPT N4 Certificate
CSE 168 Rendering II Certificate
Games Testing Experience
"Best First-Year Student"

Education

MComp Computer Science for Games – 2 : 1

Sheffield Hallam University [2020 – 2026]
- Advanced Game Development with C++
- Real-Time Rendering with DirectX 11
- Cross-Platform Game Engine development on Windows, Linux and Sony's PlayStation 5
- Linear Algebra and Calculus for 3D Graphics

BTech Games Technology - Distinction

Confetti Institute of Creative Technologies [2018 – 2020]
- Foundational Game Design and Development Principles
- Scripting with Unity (C#) and Unreal Engine 4 (C++ / Blueprint)
- 3D Asset Pipeline with Autodesk Maya

Work Experience

Student Mentor

Sheffield Hallam University [2024 – Present]
- Peer-Assisted Learning Mentor
- Code Review and Study Support for other students
- Running Code Workshops among other events

Student Ambassador

Sheffield Hallam University [2021 – 2022]
- Hosting various course events, such as Open days or demonstrations, for the general public.
- Promoting the university to prospective students, and answering their queries.

Computer Science Tutor

Superprof [2020 – Present]
- Online 1-to-1 Computer Science tutoring
- Teaching focused on C++ Game Development

References Available upon Request