David Awful
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PERSONAL STATEMENT

I am a graduate in Game Development from Falmouth University and I am looking to get a job in the games industry. I like programming and my favourite games are CS:GO and Minecraft.

EDUCATION

2015-7 BA (Hons) Game Development, Falmouth University, 2i.

I did a degree in games development specialising in programming mainly using Unity 5 and Unity 2017. My dissertation was title 'Understanding complex digital interactions between disjoint players'.

3rd year grades	2nd year grades	1st year grades
GAM310 - 65% GAM320 - 60% GAM330 - 65% Group project: 65% Dissertation: 60%	GAM210 - 65% GAM220 - 60% GAM230 - 65% Group project: 65%	GAM110 - 65% GAM120 - 70% GAM130 - 65% Group project: 70%

2013-5 Whatever College, Exeter

A Level Mathematics, grade B
A Level Law, grade B
A Level Photography, grade C

EXPERIENCE

2015-17 Assistant, Koffi, Falmouth University.

Part-time job, duties included taking customer orders, serving customers, making drinks, handling money, stock control and general cleaning.

Xmas 2016 Mail sorter, Post Office, Exeter

Sorted mail for Xmas deliveries

SKILLS

C# programming, Unity, mathematics, debugging, optimisation, working in teams, scrum

Brenda Babble
madpokemon-mama@hotmail.com

PERSONAL STATEMENT
I've always loved playing games from an early age, my first gaming memories are from playing Pokemon and watching my dad play Quake at LAN parties. Even now we joke that I cut my teeth on the DS that I was playing Pokemon on, I still have it somewhere, it's a really treasured possession. Doing the course at Falmouth was a given and I really enjoyed my time there, but now I want to get out into the big wide world and make games for reals. For me, Unity is a great platform to work in and I want to work in it professionally making some great games, particularly if they are Pokemon or card trading games as I just love both of those. I want to work with people that really get me, like the real me and not the hard-working game maker. I have a large collection of nerf guns and I'm more than happy to give as much as I get in studio nerf wars, I'm no pushover.

EDUCATION
2015-7 BA (Hons) Game Development, Falmouth University, 2i.
I did this degree at Falmouth as the university was just up the road from my parents and that was well-handy. I spent three years doing the programming stream of the degree, it was all programming and most of it was in Unity which was great as C# is so much better than C++. In the studio it's like c++ sukkahs, learn to see sharp, geddit?
The course had a bunch of lectures but it also had these game projects that I did with other people and we made games between us. In the first year it didn't go so well as this guy Dave just kept deleting everyone's work as he wanted to make a doom clone but we were supposed to make a story game about being a lost ghost in a castle. Eventually we all got fed up with Dave and he had a bad bout of food poisoning which meant we could do the game.
In the second year, we did games with Unity and VR which was really cool except half the team got motion sickness when they were testing the game and kept throwing up in the lab. For the final year, I worked on a project that was a physics-based gardening game for old people. Personally, I found it really boring as the oldies didn't want to have any explosions and none of them wanted to try VR, they just wanted to watch things grow.

2013-5 Whatever College, Exeter
A Levels Mathematics (B), Law (B) & Photography (C)

EXPERIENCE
2015-17 Bar worker, Horn of Plenty, Falmouth.
Barmaid at Falmouth's leading student bar. Main responsibility was making sure that everyone got mashed and had a good time. Me and the gang had good times.

SKILLS
C# programming (3 years)
Unity 5 & 2017 (3 years)

Gina Nosobad
(gina.nosobad@gmail.com , www.linkedin.com/gina_nosobad)

PERSONAL STATEMENT

I am about to graduate from Falmouth University's Games Academy with a degree in Game Development (expected 2i) and I am looking to become an entry-level games programmer. I have always enjoyed video games, though since going to Falmouth I have found writing games becoming a real passion, I particularly enjoy the relationship between creative design and technical implementation. I find working with game designers to create gameplay to be a highly rewarding (if demanding) challenge.

EDUCATION

2015-7 BA (Hons) Game Development, specialising in Programming, Falmouth University.

The game development degree at Falmouth is a multi-discipline, team-based course focused on replicating industry conditions where all participants are working in the studio on games throughout to hone both professional practice and to develop domain-specific skills in order to hit the ground running as a professional game developer on completion. I have included descriptions of the three year-long group development projects I undertook as part of the degree programme.

2017 Scrum master / Programmer 'The bloodening of Eerie Castle', XYZ Corp.

The bloodening of Eerie Castle was a 2D casual horror game drawing inspiration from the novels of Stephen King, developed as the group project for year 3 of the course with a team of 12 developers (3 programmers, 2 artists, 2 designers, 2 audio programmers and 3 writers) running for 30 weeks (www.somegame.com) and developed in Unity 2017 for iOS and Android. For this project, I combined my programming duties with managing the team scrums to ensure that our final university project would be delivered as a quality game that could be shipped on the respective appstores. My role as programmer on this project was to develop the game framework so that the rendering and AI programmers could develop their parts of the project around a shared code base.

2016 Graphics Programmer 'Shoot Frog, Die Frog', XYZ Corp.

Shoot Frog, Die Frog was a VR shooting game that was inspired by Frogger, developed as the group project for year 2 of the course with a team of 12 developers (3 programmers, 5 artists, 2 designers, 1 audio programmer and 1 writer) running for 30 weeks (www.somegame.com) and developed in Unity 5.5 for PSVR. I was the only graphics programmer on the project and was responsible for developing the graphical look of the game working with the artists to achieve this. Much of my work was centred around developing custom Unity shaders and managing the scene graph to ensure that the game scenes were not overloaded with shadow casters, geometry and textures.

The project was successfully completed and pitched to Sony as part of their 'PSN New Games' initiative. I was awarded a 2i for my contribution.

2015 AI & UI Programmer 'Super Corrie Rumpus', XYZ Corp.

Super Corrie Rumpus was a 2D platform game that was a cross between Super Mario and Coronation Street, developed as the group project for year 1 of the course with a team of 12 developers (3 programmers, 4 artists, 2 designers, 1 audio programmer) running for 30 weeks (www.somegame.com) and developed in Unity 5.0 for the PC and Mac. As an AI programmer, I was responsible for developing AI for multiple baddie types that would collaborate and chase the player across all of the game levels, this used novel constraint-based planning and behaviour trees as well as Unity's route finding. For UI programming, I developed the games HUD and game wrappers in Unity's canvas system.

The project was successfully completed and is currently available on itch.io as Super Corrie Rumpus. I was awarded a 1st for my contribution.

2013-5 Whatever College, Exeter

A Levels Mathematics (B), Law (B) & Photography (C)

EXPERIENCE

2016-17 Part-time barista, AMATA Coffee Shop, Falmouth University

For the last two years of my studying at Falmouth I have worked as a part-time barista, my duties centred around making bespoke coffees on-demand for customers. As a shift lead, I was responsible for ensuring the cafe had enough staff to deal with customers, ordering coffee, milk and shot supplies and training new baristas.

2015-16 Part-time technical assistant, Currys Electrical, Falmouth

I spent a year and a half working at Currys providing technical assistance for customers with PC and Mac problems. This role taught me that the customer was always right, even when the evidence suggested something very different.

SKILLS

Unity (3 years)	I have used Unity on most of my work at University, concentrating on Unity's Lighting, Physics, Particle System, Animator and UI system. Outside of the course, I have used Unity to create several small retro arcade games as webapps (www.mywebapps.com)
C# (3 years)	I have used C# as part of Unity for the course and I have also developed apps using Xamarin for Android (www.myandroidgames.com) as well as written some simple ASP.NET services for my team's game project websites (www.teamproject.com)
ASM 6502 (3months)	I wrote some NES demos using EMUNES as part of a course assignment (www.youtube.com/myvideo).