David Smith

Games Programmer

11 Salt Avenue
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My Profile

My professional portfolio can be found here: www.flave.co.uk

I am currently in my final year studying Computer Games Programming BSc (Hons) at Staffordshire University, seeking an opportunity to showcase my abilities and ambition in the gaming industry. Primarily I program in C++ and C#, but have competencies in Java, PHP, JavaScript and a few other languages. My skills also stretch to a strong understanding of maths and physics in 3D graphics.

During my time at University, I have explored many technologies and developed several skills in 3D and 2D Graphics, AI, Networking and Project Management. I have created two DirectX11 engines, a simple OpenGL engine, two mobile games and am currently working on a PC Unity game for "Playing With Giants".

As I constantly strive to achieve the best in tasks and projects I undertake, I would consider myself a highly motivated individual who is not satisfied until a job is complete to the highest possible quality. Experience, with a sprinkle of an enjoyment for challenge, has ensured I remain working hard in all situations.

Professional Skills

- C++
- C#
- DirectX 11
- OpenGL
- Unity
- Cocos2D-X
- Android
- Java
- SQL
- PHP
- JavaScript

Hobbies and Interests

- Gaming
- Technology
- Building Computers
- Game Engines
- Jogging
- Weights
- Website Development
- Cat Training

Education

- Working towards a Degree Computer Games Programming BSc(Hons)
  - Level 6 Modules:
    - Graphics and Real-Time Rendering
    - Final Year Project (A Flora AI That Creates and Adapts Plants to Survive in a Dynamic Ecosystem)
    - Group Game Development Project and Work-Based Simulation
    - Low-Level Game Programming
  - Level 5 Modules:
    - Further Games and Graphics Concepts [First Class Honours]
    - Technical Games and Graphics Concepts [First Class Honours]
    - Intelligence for Games [Upper Second-Class Honours]
    - Mathematics and Algorithmics [First Class Honours]
    - Concurrent Network Applications [First Class Honours]
  - Level 4 Modules:
    - Introduction to Software Development [First-class honours]
    - Fundamentals of Computing and Mathematics [First-class honours]

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- ▪ Fundamentals of Games and Graphics [First-class honours]
- ▪ Professional Business Skills [First-class honours]
- Three B's in Maths, ICT and Physics A-Levels
- 8 GCSEs (5 As, Including Maths and English)
- 2 Level 2 BTECs

Work Experience

Codeweavers: Placement Backend Developer (2016-2017):

During my placement year at University, I worked as a C# back-end application developer at Codeweavers. We worked on providing finance calculators, lead management systems and retailing solutions to customers such as Alphabet, BMW, Honda and more.

Most of my time was spent split between managing vehicle data and working on the core finance engine that powers all the calculations at Codeweavers.

iView Solutions: Technical Support & Software Tester (2014):

- Tested company software and reported logical errors and design inconsistencies.
- Developed a PHP website for a proposed child business, e-Parking.
- Dealt with customer problems on the phone, either to fix myself or to pass along to someone more qualified.
- Fixed problems that arose in the company's database due to employee/system errors.
- Managed the company stock.

Waiter, Mercure Hatherton Hotel (2012 – 2013):

- Served hundreds of customers at busy events and weddings where management were often too busy to help.
- Speedily developed my level of independency and ability to stay level headed in stressful environments.
- Greeted new customers at the door and ensured they felt welcome and comfortable.

References

Andrew Smith, Managing Director of iView and eParking:
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http://www.iview.co.uk

Bob Hobbs, Senior Lecturer at Staffordshire University:
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