Marshall Sharp

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additional information

Education

2020–2022 **BTEC/UAL Diploma**, *Priestley college*, Warrington, *Pass*
I started game Development at priestly through their Computer Game Design Course

2022–2025 **Bachelor of Science**, *Falmouth University*, Falmouth, *2:2*
My time at university is where I came into my own as a programmer, and where most of my skills expanded tremendously.

Experience

Vocational

2022–2023 **In store Team Member**, *Domino's*, Truro
When starting university, I worked at Domino's to help improve teamwork and communication skills.

2024–2025 **Casual Bar and Catering**, *FXPlus*, Falmouth
During my second a third year at Falmouth, I worked for university services, which is where the majority of my communication skills have improved.

Skills

Programming Language

C++	2 Years
C#	2 Years

Game Engines

Unreal	4 Years
Unity	3 Years

OS

Windows	5 Years

Methods

Agile	5 Years
SCRUM	5 Years

Notable Projects

Aislinn	Aislinn is a 3rd-person Action-exploration game centered on the character of the same name as she attempts to find her dad, who has vanished. This project, which spans most of my third year of university, was probably the best work I have done so far. I went from Game Ai, to Ui, to Systems, back to Ui, before finishing with systems and bug fixes. This was developed in Unreal Engine 5.4.
Red Roberts Radical Redemption	Red Roberts radical redemption (will be abbreviated as R4) is an infinite-runner-style game made for Global Game Jam 2025. In R4,You play as Roberts, a red hamster, who must travel through the ocean slipstreams and currents to reclaim his honor from a wealthy figure. I worked on the main menu, along with how obstacles and items are generated and moved. This game is made in Unity.
OpenGL and Unity Terrain Generation	This is a three part project developed during university. It started with understanding OpenGL, and utilising C++ to communicate to OpenGL for mesh generation, mesh loading, along with texture and shader programming. I then used unity to develop and implement mesh generation and optimization using unity's mesh filter and API. All of this was then profiled using Nvidia Nsight and the results displayed on a Poster, written and compiled in LaTeX.
Dissertation	My dissertation was on Player Engagement, on more of the Psychological level, researching addiction and attempting to find a standardized unit and/or definition, due to there being multiple methods and multiple definitions of Video Game Addiction. It utilities G*Power for finding the Hypotheses, Python for graph distribution, and a Unity Project for data collection. All of this is compiled into LaTeX.

Interests

Dungeons and dragons	I have been playing Dungeons and dragons since 2019, and create homebrew for the System.
Warhammer	In some downtime, I normally build and paint warhammer miniatures, immersing myself in the lore, specifically Warhammer 40,000. I also create homebrew for this.
Magic:The Gathering	Occasionally, I collect Magic the gathering (MTG) cards, and find time to play the commander Format