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\* 10 June 2004

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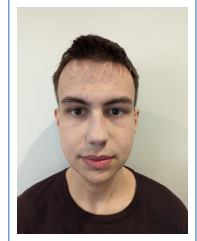
🌐 <https://fourman2004.github.io/>

in [marshall-sharp-75039422b](#)

🐦 [Fourman01](#)

🔗 [Fourman2004](#)

additional information



# Marshall Sharp

## Education

2022–2025 **Bachelor of Science, Falmouth University, Falmouth, Grade**  
Description

2020–2022 **BTEC/UAL Diploma, Priestley college, Warrington, Pass**  
Description

## Experience

### Vocational

2022–2023 **In store Team Member, Domino's, Truro**

When starting university, I worked in domino's to help improve teamwork and communication skills.

2024–2025 **Casual Bar and Catering, FXPlus, Falmouth**  
Description

## Languages

English Proficient *My Native and Only language is useful when communicating with most of the world, allowing ideas and solutions to be passed and parsed easily*

## Skill matrix

Skill matrix Alternatively, provide a skill matrix to show off your skills

■ ■ ■ ■ ■ basic knowledge  
■ ■ ■ ■ ■ intermediate knowledge with some project experience  
■ ■ ■ ■ ■ extensive project experience  
■ ■ ■ ■ ■ deepened expert knowledge  
■ ■ ■ ■ ■ expert / specialist

Level Skill Years Comment

Language:	<div><div></div><div></div><div></div><div></div><div></div></div>	C++	2	<i>Whilst new to the programming language, I have picked it up fairly easily, and have built a Graphics program using the language in tandem with OpenGL.</i>
	<div><div></div><div></div><div></div><div></div><div></div></div>	Unreal	4	<i>I have used the Engine since my time at college, with my knowledge on how to optimize the code being expanded</i>
	<div><div></div><div></div><div></div><div></div><div></div></div>	Unity	2	
	<div><div></div><div></div><div></div><div></div><div></div></div>	C#	2	
OS:	<div><div></div><div></div><div></div><div></div><div></div></div>	Windows	5	<i>The most common OS used for games and development, it is easy to navigate and use.</i>
Methods	<div><div></div><div></div><div></div><div></div><div></div></div>	SCRUM	8	
	<div><div></div><div></div><div></div><div></div><div></div></div>	Agile	8	

## Interests

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

## References

- [1] John Doe. Title, year.
- [2] John Doe. Title, year.
- [3] John Doe and Author 3. Title, year.

February 26, 2025

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February 26, 2025

Dear Sir or Madam,

Thank you for taking the time to review my CV and portfolio. I want to start by saying that I have been interested in your studio / company for quite a while now and want to work there as a programmer. I think it is the right choice for me and my experience, with my main skills being in QA and general programming, both within and outside games.

Before my time getting into the industry, I have experience as a designer and developer, with a fair amount of my time being on the technical side; this is in conjunction with QA, Game play, and Shader programming. My experience stretches back to mid to late 2020, during my time in college. By 2022, I got accepted into Falmouth University in their BSc Computing For Games course. This has led me through many avenues and has expanded my knowledge and experience. In total, I have 5 years of experience in the field of game developers regarding programming.

I find myself fitting into this position not only because of my experience, but also because of the adaptability of my mindset and the versatility of my skill set. I can easily go from shaders to UI programming smoothly or from AI to general gameplay systems.

Yours faithfully,

**Marshall Sharp**