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* 10 June 2004

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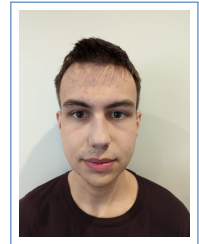
🌐 <https://fourman2004.github.io/>

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

🐦 [Fourman01](#)

🔗 [Fourman2004](#)

additional information



Marshall Sharp

Education

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.

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

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

Level	Skill	Years	Comment
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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	3	<i>One of the easier Engines to use, I am competent with it, especially when it comes to UI and Profiling.</i>
	<div><div></div><div></div><div></div><div></div><div></div></div>	C#	2	<i>My proficiency of C# allows me to understand the core fundamentals of Games programming.</i>
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>	Agile	8	<i>The Industry standard for software development in a team, which I have grown comfortable with and has become second nature.</i>
	<div><div></div><div></div><div></div><div></div><div></div></div>	SCRUM	8	<i>This management framework is useful for all tasks within the industry, and works with Agile in Unique and efficient manner. I am also proficient in it.</i>

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

August 26, 2025

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August 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 want to be apart of your team, for it's atmosphere and core values. This, combined with location and what the role asks (Experience with Unreal engine, Both Blueprints and C++) would make me an appropriate candidate. Here are Some Example pieces of work from my portfolio:

- Aislinn - Aislinn is an Adventure/Exploration Platformer in UE5.4. I initially started on AI, before going to systems, then to UI, then back to systems. This team project uses blueprints.
- Boss Fight - This Project was a solo project I undertook at university, using UE5.1 and a mixture of C++ alongside Blueprints. It also uses the optimization tools Unreal provides. I did the main functionality and optimizations of this project and used premade assets available on the Unreal Engine/Fab Marketplace.
- Graphics - this is another solo project, where I used C++ to optimize the code present on the LearnOpenGL site. This project also has a Unity project that uses shadergraphs and C# to generate terrain and it's modify said generation. Everything is documented using \LaTeX .

Once again, I thank you for considering my application to your studio.

Yours faithfully,

Marshall Sharp