

Frankie Stalker

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Soon to be graduated computer science student with an interest in software development. With an keen interest in programming I am constantly trying to better my knowledge by participating in coding challenges on sites such as HackerRank and CodinGame. I enjoy working in a team setting as I like working with others when there is strong communication.

Education

September 2019 - Present	BSc (Hons) Computer Science w/ Games Development Northumbria University Level 6 First semester Average: 70 . Overall Level 5 Average: 76 . Overall Level 4 Average: 78 .
September 2018 – May 2019	Computer and Information Technology Foundation Year Northumbria University Overall Level 3 Average: 76.
September 2011 – June 2018	St.Bede's Sixth Form College, Lanchester EPQ (B) A-Level IT (D) A-Level Sociology (D) BTEC Business (Merit) 8 GCSEs including Math, English Language / Literature and Science.

Work Experience

October 2021 – Present	Freelance UI Designer (Remote) Applying and refurbishing UI into an existing computer game. UI Art and Design. Adobe Illustrator/Photoshop/XD
February 2021 – May 2021	Academic Level Designer, Northumbria University (Remote COVID) Prototyping levels to showcase to team and ensuring standards in line with the Game Design Document. Retrieving assets from the 3D modeler for the environment and utilising free assets from the Unreal Engine marketplace. Level design research ensuring correct level design principles are addressed. UE4 blueprint scripting, UE4 Landscaping tools, Adobe Photoshop, GitHub, GitLFS.
May 2016 (1 week placement)	Intern – Nissan, Washington, Tyne and Wear Learning HTML and CSS to create a website alongside apprentices. Gained valuable experience working with established developers using Microsoft HoloLens, VR, and knowledge of designing and digitally manufacturing cars.

Key Skills

Programming languages - C++, C#, JavaScript

Understanding of these languages. Basic understanding of OOP principles. C# developed when creating AR application in Unity, C++ developed while creating game written in Visual Studios. JavaScript developed while learning Three.js and web development.

Adobe Illustrator, Photoshop, and XD.

Learned from doing UI design, polishing and wireframes for games.

Unreal Engine 4.26 (UE4 Blueprint Scripting)

Created a dungeon crawler game with focus on environment creation and UI designs and development. Currently creating/designing UI for a freelance project.

Blender

Basic understanding of Blender from creating models for my dissertation project.

Unity

Learned while creating an Augmented Reality App and Global Game Jam Event where I devised the layout of the two levels for the game created.

Operating Systems - Windows, Ubuntu

Windows is the OS that is most familiar. Ubuntu (Linux) was used and taught during the degree when using C programming language to program a TCP network to fly a spaceship.

Teamwork

Enhanced during my university career when organising meetings with team members for game development sessions during Covid-19. Effective team working allowed us to invent a whole game while in lockdown.

Problem Solving

Understand how to research issues that I have, usually with code, and come up with solutions that provided the necessary answers.

Familiarity working remote

Student through the COVID-19 pandemic, most of study was done during lockdowns resulting in remote, sometimes teams, based work.

Experience with Git

Git was used for version control through my studies and have become very familiar with it as a result.

Experience with Trello

Used Trello in group work throughout university to keep track of tasks needing to be done, currently being worked on, and completed.

Achievements

Participated in the 2022 Global Game Jam producing a small game named "Dual Plane", using Unity Engine.

(University Dissertation) Produced an augmented reality application to aid research on how AR can be useful for education.

Hobbies

Gaming: I really enjoy playing a wide range of different games in my free time. My current favourite game is Destiny 2.

Music: I am an avid music listener and enjoy going to concerts and festivals when I get the chance. My current favourite genre is City Pop and Pop Punk.

Solo projects: I spend a bit of my time learning game engines by creating small personal projects as well as improving my coding skills by doing small projects such as coding my own website.