Frankie Stalker

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Conscientious and committed individual who has a passion for Software Engineering seeking a career within the games industry.

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 2016 – June 2018	**St.Bede's Sixth Form College, Lanchester**
	EPQ (B)
	A-Level IT (D)
	A-Level Sociology (D)
	BTEC Business (Merit)

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 fee 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 learned throughout the course. Basic understanding of OOP principles.
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 for dissertation 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.
Strong knowledge of Microsoft Office	Used at all levels of study. Very familiar with Word, Excel, and PowerPoint.
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	Developed problem-solving skills through university projects, primarily involving coding.

Work Experience - Core Skills Development

2021 – Present **Chef**
Worked in fast paced environment making sure food was prepped and sent out quickly and efficiently. Working with a team to coordinate tasks effectively.

2017 – 2020 **Sales Advisor**
Working in a team to reach sales targets and communicating with customers to better understand their needs.

References

Available on request.