Frankie Stalker

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Soon to be graduated computer science student with an interest in software development. With a 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

November 2021 – April 2022	**(Academic) PHP developer** Developing an automated system so charities can get a list of potential funders emailed to them. Done in conjunction with a client. Meeting deadlines and having weekly team meetings.
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.
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	Developed during my studies 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 personal projects have become very familiar with it as a result.
Experience with Trello	Used Trello in group work to keep track of tasks needing to be done, currently being worked on, and completed.
Experience with multiple IDEs	Used IDEs such as VSCode, NetBeans and Visual Studio while learning to code and throughout my studies.

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.