Jack Moorin Curriculum Vitae

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[Portfolio of Work](https://drive.google.com/drive/folders/1TNaBJKMvAdms5-OSBOIB_8dZ0qrAgeWn?usp=sharing)

**Personal Statement**

I am a highly motivated and hardworking person and have recently completed my Masters’ Degree course in ‘Intelligent Systems and Robotics’ at De Montfort University, with a goal of graduating with Distinction. I always arrive with a smile on my face and an eagerness to work.

During my Masters’ Degree I completed a project on the effectiveness of population-based Topology and Weight Evolving Artificial Neural Network reinforcement learning techniques in which I researched, implemented and evaluated two such algorithms and used the compiled information to define a new hybrid algorithm which combined the approaches of both methods.

I am a very logically minded individual, often using a methodical approach when working and when solving problems. I come equipped with both an eagerness to learn and a strong desire to further develop my own personal skills.

I have also developed good people skills, thanks to my time working in the service industry and as part of a team working together to a professional standard.

**Key Skills**

Advanced understanding of C++, C#, Lua and Python

Advanced problem solving and numeracy skills

Ability to take initiative and work well under pressure, ensuring strict deadlines are met

Flexibility whilst maintaining enthusiasm and commitment to each project I undertake

**Qualifications**

**De Montfort University:**

*(2017 – 2021)*

Master’s Degree:

Intelligent Systems and Robotics: **Merit**

Undergraduate Degree:

Video Games Programming: **First-Class Honours**

**The Henley College:**

*(2015 – 2017)*

A Levels:

Computer Science **B**

Use of Maths **D**

Level 3 BTECs:

Creative Media Video Games Design **Distinction**

**Great Marlow:**

*(2010 - 2015)*

GCSEs:

Maths **A**

Statistics **A**

Religious Studies **A**

Additional Science **B**

Core Science **B**

Media Studies **B**

ICT **Level 2 Pass**

Citizenship **C**

English Literature **C**

English Language **C**

History **C**

Level 2 BTECs:

ICT (extended) **Level 2 Pass**

**Other Achievements:**

Jointly published a report on the use of Fuzzy Logic in AI within FPS games in the academic publication ‘[Fuzzy Logic Recent Applications and Developments](https://drive.google.com/file/d/1-AwLubafIXbJCovw54W6Ww9Pgjlfa5VB/view?usp=sharing)’ book (page 165)

Bronze Duke of Edinburgh Award

**Full Employment History Including Work Experience**

**Criterion Games Week Work Placement**

*(Summer 2019)*

Experience included:

* Spending time with many different employees, discussing their role and watching them work.
* Spending two days working on my own game which I presented back to some senior members of the team on my final day.

**Danesfield House and Spa Assistant Gardener**

*(Summer 2018, Summer 2019 and Summer 2021)*

Duties included:

* Cutting and trimming the hedges around the grounds to a professional standard.
* Miscellaneous jobs around the grounds including, watering the garden plants every day, picking up litter, deadheading flowerbeds and ensuring the pond is topped up.

**Sainsbury’s Marlow Customer Service Assistant**

*(Summer 2017)*

Duties included:

* Working on the tills, conversing with the customer and assisting them with their transactions.
* Collecting trolleys in the shop car park and taking them back to their collection points.

**Waitrose Marlow Customer Service Assistant**

*(Summer 2016 – Spring 2017)*

Duties included:

* Working on the tills, packing customer’s bags and conversing with them while I assist them with their transaction.
* Working on the shop floor, rotating stock so that items with a closer expiry date are at the front and disposing of any expired items.
* Collecting trolleys in the shop car park and taking them back to their collection points.

**Volunteer Recordist at the Wycombe Talking Newspaper (unpaidvolunteering)**

*(Summer 2015 – Summer 2016)*

Duties included:

* Recording other volunteers dictating the contents of various newspapers and saving it as a podcast in iTunes.
* Creating MP3 files of said podcast in preparation for it to be disturbed via numerous memory sticks.
* Built up good experience as a recordist by getting used to using recording equipment and editing out any mistakes that a reader has made.
* Became an adept user of Garage Band, through my regular use of it to record the other volunteers.
* Continued to build up social skills, by regularly conversing with the other volunteers.

**Junior Volunteer at a Wycombe Homeless Connection Shelter (unpaid volunteering)**

*(January 2014 – January 2016)*

Key results:

* Built up great social skills that allow me to become friends with most people I met.
* Assisted in many duties, including cooking the dinners for the visitors and setting up games and other entertainment for them.
* Demonstrated a mature and caring nature when conversing with the visitors to the shelter.

**Hobbies & Interests**

My main interest is the creation of video game applications, both designing and programming them as well as researching new and interesting mechanics that have been implemented. My initial interest in the video games industry was sparked when I was undertaking my entrance interview for the Henley College in 2015 and a teacher asked if I would have any interest in joining his brand new BTEC course in ‘Video Games Design’. Naturally having been a lifelong gamer I jumped at this chance and have never looked back. Since completing the BETC course, achieving a Distinction, I then went on to study ‘Video Games Programming’ at the university of De Montfort in which I received considerable experience in C++ programming, jointly developed a game engine as part of a group of three and worked on multiple game projects including clones of Pong and Frogger as well as an escape the room style puzzle game completed as my final project for the course, in which the player must escape from a mysterious hotel for which I received a mark of 87%. During the course of the BTEC I wrote many pieces of coursework on different art styles, game genres and the many principles of game design, had my first experience with 3D modelling using Blender and also compiled multiple design documents and presentations to stakeholders for hypothetical games. Following the completion of this course, from which I achieved a Distinction, I then pursued my now ignited passion by going on to study ‘Video Games Programming’ at the University of De Montfort in which I gained considerable experience in C++ programming, received further experience in 3D modelling, this time using Maya, compiled more extensive design documentation and presentation relating to another hypothetical game, jointly compiled with my course mate Adam Hubble a report on the use of Fuzzy Logic in Artificial Intelligence within First-Person-Shooter games which was elected for inclusion within the academic publication ‘[Fuzzy Logic Recent Applications and Developments](https://drive.google.com/file/d/1-AwLubafIXbJCovw54W6Ww9Pgjlfa5VB/view?usp=sharing)’ book (page 165) and as part of a team of three developed a basic game engine using C++. I thoroughly enjoyed the course and am proud to say that I achieved a First-Class Degree. Following my undergraduate I decided to continue my education and wanting to specialise in artificial intelligence, undertook a Master’s Degree course in ‘Intelligent Systems and Robotics’ in which I studied Natural Language Processing, Artificial Neural Networks and Deep Learning, Computational Intelligence Optimisation. Applied Computational Intelligence in which I as part of a group used an implementation of the Pac-Man game to trial and find the optimal of a series of pathfinding algorithms for use within game applications and completed my thesis on the effectiveness of population-based Topology and Weight Evolving Artificial Neural Networks, achieving a Merit.

**References**

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