Jack Moorin Curriculum Vitae

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[Portfolio of Work](https://gamesprogramminggrad2021.github.io/)

**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, achieving Merit, after completing my thesis on the effectiveness of population-based Topology and Weight Evolving Artificial Neural Network reinforcement learning techniques. I am a very logically minded individual, often using a methodical approach when working and solving problems, and 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 multiple other employees discussing their positions within the company and working on a personal project which was presented to senior members of the team on my final day.

**Danesfield House and Spa Assistant Gardener**

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

Duties included trimming the hedges around the grounds as well as various miscellaneous jobs including, watering, picking up litter and deadheading flowerbeds.

**Sainsbury’s Marlow Customer Service Assistant**

*(Summer 2017)*

Duties included working on the tills and 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 and the shop floor as well as maintaining the shop environment.

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

*(Summer 2015 – Summer 2016)*

Duties included recording and editing volunteers dictate recent newspapers as a podcast in iTunes.

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

*(January 2014 – January 2016)*

Duties included setting up games and other entertainment as well as have mature conversations with 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. I then went on to study ‘Video Games Programming’ at the university of De Montfort in which I received considerable experience in C++ programming and, 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) before finally graduating with First-Class Honours. 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’ graduating with Merit.

**References**

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| **Full Name** | **Position** | **Phone Number** | **Email** |
| Katherine Packham | HR Manager at Danesfield House Hotel | 01628 891010 | kpackham@danesfieldhouse.co.uk |
| Vasileios Germanos | Lecturer at De Montfort University | - | vasileios.germanos@dmu.ac.uk |
| Michael Bowker | Wycombe Homeless Shelter | 07887 373985 | [mbowker42@gmail.com](mailto:mbowker42@gmail.com) |