Jack Moorin Curriculum Vitae

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

**Personal Statement**

I am a highly motivated and hardworking programmer with over a year’s experience working in the world of commercial Video Games development at *Frontier Developments* working on the highly anticipated *Reals of Ruin* game as a Graduate AI Programmer. I completed my studies at *De Montfort University*, graduating in 2021, achieving First-Class Honours in BSc Computer Games Programming and then Merit in MSc Intelligent Systems and Robotics, during which I completed my thesis on the effectiveness of population-based topology and weight evolving artificial neural network reinforcement learning techniques.

I am a highly enthusiastic and hardworking individual looking to continue my journey as a professional video games developer. I’m very logically minded, often preferring to use a methodical approach when solving problems and have developed an advanced understanding of the C++ programming language, having worked it during my time at *Frontier*. I have also relished the opportunity to further develop my interpersonal skills thanks to my experience collaborating with the other members of my team, especially from other departments. I look forward to further developing these skills as I move on to new challenges within the working world.

Outside of work my hobbies include working on my own personal video game projects. I also enjoy going to the gym three times a week and jogging at the weekend.

**Key Skills**

Experience working with and advanced understanding of the C++ language

Experience in 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

**Education History and Qualifications**

**De Montfort University:** *(2017 – 2021)*

Master’s Degree: Intelligent Systems and Robotics: **Merit**

*Modules Studied: Fuzzy Logic, Mobile Robotics, Natural Language Processing, Applied Computational Intelligence, Artificial Neural Networks and Deep Learning, Research Methods, Computational Intelligence Optimisation and Intelligent Mobile Robotics.*

Undergraduate Degree: Computer Games Programming: **First-Class Honours**

*Modules Studied inc.: C++ Programming, Advanced C++ Programming, Elements of Computing, Game Architecture, ‘Law, Ethics and Cybersecurity’, 3D Modelling, Advanced Mechanics, Mobile Games, Fuzzy Logic, Game Engine Architecture, Mobile Robotics and Networks.*

**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: 3 **A**s**,** 3 **B**s**,** 3 **C**s Level 2 BTECs: **Level 2 Pass** (eq. **B**)

**Other Achievements:**

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

**Full Employment History Including Work Experience**

**Graduate AI Programmer at Frontier Developments** *(February 2022 - Present)*

Worked on the upcoming *Age of Sigmar Realms of Ruin* title as part of the AI team developing a challenging opponent to compete against players in 1v1 and 2v2 skirmishes at a range of difficulties. My main role within the team being working on the AI’s allocation of it’s available economic resources to the selection and production of squads of units and buildings to build up the AI’s forces.

**Criterion Games Week Work Experience** *(Summer 2019)*

Spent a week’s work experience at the ‘Criterion Games’ offices in Guildford, getting to observe the work of multiple employees and learn more about the importance of the many disciplines involved in modern games development.

**References**

Available on request