Jack Moorin Curriculum Vitae

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

**Personal Statement**

I am a highly motivated and hardworking recent graduate who has just achieved Merit in ‘Intelligent Systems and Robotics’ MSc course, completing my thesis on the effectiveness of population-based topology and weight evolving artificial neural network reinforcement learning techniques, after having previously achieved First-Class Honours in the BSc course Computer Games Programming’ both at the University of De Montfort Leicester.

I am a highly enthusiastic and hardworking person looking to put the skills I have learnt during my formal education to use in the working world. I am very logically minded, 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.

My initial interest in working as a software engineer was sparked during my BTEC course in Video Games Design at the Henley College during which I had my first experience creating game applications. This motivated me to pursue my BSc course in Computer Games Programming’ in which I received considerable experience in C++ programming and jointly compiled a report on the use of Fuzzy Logic in First-Person-Shooter games AI 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 graduating with First-Class Honours. Desiring to further specialise in artificial intelligence, I then undertook a MSc course in ‘Intelligent Systems and Robotics’ from which I recently graduated with Merit.

**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

**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).

Bronze Duke of Edinburgh Award.

**Full Employment History Including Work Experience**

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

Spent a week at the ‘Criterion Games’ offices in Guildford observing multiple employees working whilst discussing their positions including artists, technical artists, gameplay designers, animators and both back and front-end programmers. Guidance was also provided on a personal game project developed during the final two days which was presented to senior members of the team for feedback at the end of the week.

**Danesfield House and Spa Assistant Gardener** *(Summer of 2018, 2019 and 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 Wycombe Talking Newspaper** *(Summer 2015 – Summer 2016)*

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

**Junior Volunteer at Wycombe Homeless Connection Shelter** *(January 2014 – January 2016)*

Duties included setting up games and other entertainment as well as have mature conversations with visitors to the shelter.

**Hobbies and Interests**

My hobbies include designing and developing my own personal video game projects, jogging, going to the gym and watching stand-up comedy.

**References**

Available on request