

Aaron Robson

Computer Game Engineering MSc

Newcastle University

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Personal Profile

I am a postgraduate Computer Game Engineering MSc student with a passion for games development and I want to improve my skills and gain vital experience in a working business environment. I find engine development an interesting challenge that I will be up to. I am hoping to gain more experience in the different fields of the games industry as well.

Education and Qualifications

Newcastle University

Computer Game Engineering MSc

2019-2020

Newcastle College University Centre

2016-2020

BSc (Hons) Games Development

Degree Grade – 2:1

Third Year – 60%

Dissertation 56%

Collaborative Development 54%

Research Methods 62%

Internet Games 62%

Cross Platforms 61%

Foundation Degree in Games Technologies

Degree Grade – 2:2

First Year – 53%

Academic Study Skills 45%

Personal Development Skills 57%

Work Related Learning 54%

Business Skills 48%

Technical Skills 71%

Productivity and Creation 42%

Sector Skills 54%

Second Year – 54%

Business Skills 2 48%

Productivity and Creativity 2 59%

Professional Development 51%

Sector Skills 2 50%

Technical Skills 2 52%

Work Based Learning 50%

Northumberland CofE Academy

2009-2016

GCSE: Photography – C, Maths – E, English Literature – C, English Language – C

Achievements

- Award for Effort in Photography - 2014 (NCEA)

Technical Skills

OpenGL Unity3D Unreal Engine GitHub
Visual Studios Monogame C++

Key Employment Skills

IT Skills – Games Dev Course

- Numerous reports required the use of Excel to analyse data and present the results effectively through appropriate graphics, Microsoft Word used to explain the significance of these results.

Teamwork – Team projects within Games Tech Course

- Working within groups to successfully complete design and build assignments, key aspects of teamwork such as reliability and communication are understood.

Problem Solving – Games Dev Course

- Working in groups for a project, issues were encountered with the level layout and I suggested that we don't change the way the character behaved but instead we should adapt the level to the character, this saved time and help prioritise more important aspects.

Dependability – Group Project

- As the co-scrum master of the group, other team members relied on me to provide clear instructions and coordinate meetings.

Leadership – Games Dev Course

- Taking the initiative in group tasks to make key decisions, delegating member roles and overseeing the progress of assignments.

Interests

- General fitness, focussing primarily on muscle groups and sometimes cardio
- Reading/Read books such as:
 - LevelUP by Scott Rogers
 - 12 Rules for Life by Jordan B. Peterson
 - How to Win Friends and Influence People by Dale Carnegie
 - The Book of Human Emotions by Tiffany Watt Smith
 - The Fifth Science by Exurb1a
 - Do Androids Dream of Electric Sheep? By Philip K. Dick
- Playing a wide variety of games such as:
 - Total War Series: Three Kingdoms, Warhammer, Medieval 2, Britannia and Shogun 2
 - Escape from Tarkov
 - Resident Evil 2 Remake

References

Academic Reference: Dr Robert Costello, Newcastle College University Centre, rob.costello@ncl-coll.ac.uk, 0191 200 4000

Murray Lambert, Newcastle College University Centre, murray.lambert@ncl-coll.ac.uk, 0191 200 4000

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