# **GEORGE WALL**

**Game Programmer \** +44 07549 312613

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### **SUMMARY**

Southport, UK

A dynamic computer programming graduate with a passion for innovation, I bring a strong foundation in Java, C#, and Python and proficiency in Unity and Unreal game engines. My hands-on experience includes developing small games and creating animated short films, showcasing my ability to apply theoretical knowledge to real-world scenarios. Adaptable and committed to excellence, I have honed diverse skills through varied roles and am eager to contribute to the success of a forward-thinking company. With a knack for problem-solving, effective communication, and team collaboration, I am a quick learner and a versatile asset to any team

### **EDUCATION**

BSc (Hons) Computer Science (Games Programming) - 2:1 **Edge Hill University** 

BSc (Hons) Games Design - CertHE

**Teeside University** 

**=** 09/2019 - 07/2020

Middlesbrough, United Kingdom

Computer Games Design D\*D

The Studio

# **CERTIFICATION**

Unity Associate Game Developer Certificate Unity

**m** 06/2023

# PROFESSIONAL EXPERIENCE

Megafauna - Cook SEPTEMBER 2022-PRESENT

Nandos - Front of House/Back of House

MARCH 2021 - SEPTEMBER 2021

Osmo/GBBB - Hair Model

JULY 2018 - DECEMBER 2020

Peaky Blinders Bar - Front of House

AUGUST 2017 - DECEMBER 2017

### **SKILLS**



### **STRENGTHS**



#### **Interpersonal Skills**

Strong communication, relationship-building, and analytical thinking skills developed through varied professional experiences in customer-facing roles and collaborations.



#### **Analytical & Problem-Solving**

Proven analytical and problem-solving skills, evidenced by the ability to understand and modify code structures and to troubleshoot and resolve issues effectively.



### Technical Familiarity

Bachelor's Degree-level knowledge of languages such as C#, Python, HTML, CSS and Javascript through continuous self-learning and University Modules with a Linkedin Certificate in Responsive Layouts.



# **Life-long Learner**

Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

## INTERESTS AND ACHIEVEMENTS



### **Wolunteering and Mentorship**

Volunteering to help beginners in Unity and Unreal engine beginners, fostering a supportive learning community.



#### **Animation and Game Development**

Creating animations with Unreal and develop small Unity games, enhancing my game dev skills and creativity.



### **Archery & Rock Climbing:**

Winning Gold in National TeamGB Event, Engaging in Bouldering and Rock Climbing Outdoors, Facing the Challenges and Physicality of the Sport, and Committing to **Enhancing Skills**