

GEORGE WALL

Game Programmer

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📍 Southport, UK

SUMMARY

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

📅 09/2020 - 07/2023 📍 Ormskirk, United Kingdom

BSc (Hons) Games Design - CertHE

Teeside University

📅 09/2019 - 07/2020 📍 Middlesbrough, United Kingdom

Computer Games Design D*D

The Studio

📅 09/2017 - 05/2019 📍 Liverpool, United Kingdom

CERTIFICATION

Unity Associate Game Developer Certificate

Unity

📅 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

C#

C++

Game Development

Unreal

Unity

Java

Git

Trello

Scrum

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



Volunteering 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