GEORGE WALL

Game Programmer

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📍 Southport, UK

SUMMARY

As 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 Kiingdom

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 Univerity 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
I volunteer to help beginners in Unity and Unreal engine beginners, fostering a supportive learning community.

Animation and Game Devvelopment
I create 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