

Introduction

I am an aspiring games programmer with a keen interest in game development. Since 2011 I have created multiple games, technical demos and other assets.

Education

- 3 A grades at A level: Computing, Maths, Further Maths
- A* Extended Project Qualification
- 2 A grades at AS level: Biology, Chemistry
- Currently studying a Bachelor of Science in Computer Science at the University of Warwick.

Personal projects

- **Over 15 game projects**
 - Including games using OpenGL and TCP networking in Java. C# and JavaScript scripting and networking in Unity3D. Networking and file manipulation in Visual Basic .NET.
 - My portfolio can be viewed at: glynntaylor.azurewebsites.net
- **OpenGL Roguelike**
 - Created for a final year computing project, it quickly spiralled into something far beyond the reach of the syllabus; included a custom built GUI library built on LWJGL, implementation of the A* pathfinding algorithm, map generation, serialization and map editing tools.
- **Spriter 2D (LWJGL based sprite creation tool)**
 - Based on the GUI libraries built in college I created a tool to aid programmers in the creation of small scale 2D sprites and animations, currently in early alpha (preview on portfolio).

Organisations

- **Warwick game design**
 - Competed in three different game competitions, ranging from 48 hour to 3 week deadlines.

Other interests

- Achieved Duke of Edinburgh (DofE) at Bronze level
- Reading, hiking, 3D low poly modelling, 2D pixel art, films