Connor Easterbrook

Software Engineer

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Profile:

I am a skilled software developer with a keen interest in gaining new related experience. I am currently working on a number of projects focused on React, Kotlin, Go, and SQL. With experience in video game development, including **Unity**, **Godot**, and **Unreal Engine 4**, and experience in front-end development I am looking for professional roles that offer room for training.

I love learning new ways further evolve my programming and seeing how the end product is always more polished than my previous one, taking notes on what can be improved in the future. My specialities include adaptability to learning new skills and programming languages quickly, problem-solving, responsive design principles, website optimization, communication, and source control.

Skill Highlights:

Programming Languages	*Game Engines*	*Miscellaneous*	*Personal*
C++ & C#, HTML5, CSS & JavaScript, ReactJS	Unity, DirectX (own engine), OpenGL, Unreal Engine 4, Godot	Git, Wordpress, Blender, Adobe Studio	Teamwork, Project management, Problem-solving, Remote working

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Work History:

BAR STAFF
LAKOTA | BRISTOL, UK | 2019 - 2021
- Created drinks in a high-speed environment, staying calm and ensuring the best customer service.
- Helped load/unload and prepare the bars.
- Trained up, new bar staff.

RETAIL ASSISTANT
PRIMARK | BRISTOL, UK | 2019
- Provided day to day support to other retail assistants when finishing my workload.
- Ensured my department and nearby departments remained tidy.

DELIVERY DRIVER
DOMINOS | EASTLEIGH, HAMPSHIRE, UK | 2018
- Ensured the orders safely arrived on time.
- Learned crucial health and safety tips.
- Took care of all my equipment and ensured the moped was able to be used by the next person without issues.

Education:

BSc. GAMES TECHNOLOGY
THE UNIVERSITY OF THE WEST OF ENGLAND | 2019 - 2023

Year one:	*Year two:*	*Year three:*
ASGE*, C++ MAYA UNITY, C# HTML5	ASGE*, C++ Unreal Engine, C++ Godot, C++ Unity, C#	DirectX, C++ Unity, C# Adobe Studio

*ASGE is the university's bare-bones OpenGL games engine.

Level 3 BTEC's ICT, Applied Science, Engineering, EPQ
Barton Peveril Sixth Form College | 2016 - 2018
- ICT - Distinction Star

7 GCSEs at grades A-C including Mathematics, English Language, and English Literature
Quilley School of Engineering | 2011 - 2016

Projects & Publications:

Evolving Video Games with Complementary Geometries: Non-Euclidean Level Design - *Unity, C#*
This project focused on exploring non-Euclidean mechanics within video game development and examining how it affects selected video game genres. A core objective was for it to be educational in nature.

Biohazard - *ASGE, C++*
A multiplayer video game developed in the ASGE engine. This game focused on turn-based team management combat with the user being able to select which units they would like to use, each having unique stats and abilities.

Landmass Generator - *Unity, C#*
Map creation software that aims to allow for intuitive terrain creation in both 2D and 3D space. This project will be revisited in the future to be larger in scale and develop into a standalone piece of software.

Timedit - *ReactJS, HTML5, CSS, JS*
A time tracker and invoice creation web application to allow for easy freelance invoicing. It is currently under development.

References and code samples can be provided upon request.