

CONNOR EASTERBROOK

PROGRAMMER

CONTACT

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INDUSTRY SKILLS

- Engines: Unity, Unreal, Godot
- 3D Modelling
- Audio Visual Creation
- Map Design
- Front-End Development
- WordPress

GENERAL SKILLS

- Team Management
- Adobe Creative Suite
- MS Office Suite
- Problem Solving
- Conflict Management

LANGUAGES

- C#
- C++
- GDScript
- HTML5,
- CSS,
- JS

BRIEF EXPERIENCE

PROFILE

Game developer with experience in engines like **Unity**, **Godot**, and **Unreal Engine 4**. I have knowledge of all parts of commercial video game development. I am looking for roles in game development teams with a strong emphasis on training and development to hone my skills.

EDUCATION

BSc. GAMES TECHNOLOGY

THE UNIVERSITY OF THE WEST OF ENGLAND | BRISTOL, UK | 2019 - 2022

YEAR THREE:

- 'COMPREHENSIVE CREATIVE PROJECT' |
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- 'COMMERCIAL GAMES DEVELOPMENT' |
 -
- 'ADVANCED TECHNOLOGIES' |
 -
- 'AUDIO VISUAL STUDIO' |

YEAR TWO:

- 'GAME LEVEL DESIGN' | *UNREAL ENGINE, C++*
 - Created a game to follow the client brief
 - Map Design, Professional Experience, UI Creation, Blueprint Implementation, Professional Document Creation.
- 'GAME ENGINE ARCHITECTURE' | *UNITY, GODOT, C#, C++*
 - Explored voxel-based procedural generation within two engines and examined how they differ.
 - Procedural Generation, Academic Writing, Academic Research, Engine Exploration.
- 'GAMEPLAY PROGRAMMING' | *UNITY, C#*
 - Created a video game portfolio to follow a client brief and wrote a 1500-word report on Finite State Machines.
 - Academic Writing, Academic Research, Map Design, Gameplay Implementations, Professional Experience, UI Creation.
- 'MORE GAMES IN C++' | *ASGE*, C++*
 - Created a portfolio of games to achieve learning outcomes.
 - Object-Oriented Programming, Networking, Data Serialisation, Threading, Memory Management, Group Work.
- 'PLAY AND GAMES'
 - Created board games while writing a 2000-word academic essay about a chosen topic.
 - Academic Writing, Academic Research, Game Theory, Group Work.

YEAR ONE:

- 'ENTERTAINMENT SOFTWARE DEVELOPMENT' | *ASGE*, C++*
 - Created a portfolio of games to establish foundational knowledge.

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|------------------|--------------------|---|
| BAR STAFF | 1 Year 6 Months | • ‘PRINCIPLES OF 3D ENVIRONMENTS’ <i>MAYA, UNITY, C#</i> ○ Created 3D models in Maya and utilised them in video game creation. |
| RETAIL | 1 Year | • ‘INTRODUCTION TO ARTIFICIAL INTELLIGENCE’ <i>HTML5, C</i> ○ Developed a simple chatbot using HTML5, and created a machine-learning algorithm based on ‘hill climbing’. |
| DELIVERY DRIVER | 4 Months | • ‘GAME DEVELOPMENT EVOLUTION’ <i>UNITY, C#</i> ○ Studied the video game industry alongside developing games from randomised concepts. |
| WAREHOUSE WORKER | 4 Months | |

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

More information can be found on my website.

PROJECTS & PUBLICATIONS

More projects and publications on my website, alongside more in-depth information.

WORK EXPERIENCE

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.
- Handled a large workload for every worked event.
- Worked with my colleagues to ensure fast service.

RETAIL ASSISTANT

PRIMARK | BRISTOL, UK | 2019

- Provided day to day support to other retail assistants when finishing my workload.
- Always met my deadlines.
- 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 for working with food.
- Took care of all my equipment and ensured the moped was able to be used by the next person without issues.