HARVEY PALMER

GAMES DEVELOPER

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🌐 www.harveypalmer.com

PROFILE

I am a determined and dedicated student of games development with industry experience, passionate about games and the gaming industry. I have just finished studying Computer Games Programming at De Montfort University Leicester and now am actively seeking a job in the Games Industry to kick off my career. I am also developing my own game in Unreal with C++ which challenges the player to incrementally control several timelines of player movement to solve each level.

For more information please see www.harveypalmer.com.

SKILLS

- **C++**

As part of my studies I have made use of C++ across a wide range of modules, from game engine application with Unreal Engine to graphics programming with OpenGL.

- **Unity with C#**

I have experience using Unity with C# to develop Desktop and Mobile prototype games, I also spent the summer of 2022 working on my own project using Unity and C#

- **Agile - Scrum Theory**

Having now gained industry experience, I understand the importance of day-to-day project management and have actively applied Agile Scrum practices in a professional setting.

- **Strong Communication Skills**

Able to communicate well at all levels

EDUCATION

DE MONTFORT UNIVERSITY - LEICESTER

Computer Games Programming Bsc

2021 - 2025

Year 3 Modules 2024 - 2025
- Advanced Game Engine Application (78%)
- Advanced Shader Programming (85%)
- Performant Rendering with C++ (73%)
- Game Development Project (Pending)

Year 2 Modules 2022 - 2023
- Artificial Intelligence for Simulation (75%)
- Advanced Object Oriented Programming in C++ (71%)
- Introduction to Shaders (46%)
- Physics Engine Programming (80%)
- 3D Modelling (Maya) (75%)
- Applied Mechanics (97%)
- Object Oriented Programming in C++ (76%)
- Mobile Games (82%)

Year 1 Modules (Result) 2021 - 2022
- Computer Networks (72%)
- Computer Law and Cyber Security (69%)
- Intro to Object Oriented Programming in C++ (82%)
- Game Prototype Development (79%)
- Computer Systems (82%)
- Computer Ethics (65%)
- Introduction to C++ (87%)
- Game Architecture Design (70%)

EXPERIENCE

SOFTWARE ENGINEER INTERN - SPORTS INTERACTIVE

Between my 2nd at 3rd years of study I completed a 15 month internship as a software engineer at Sports Interactive on the rule groups team, Working on Football Manager 2024 and Football Manager 2025, I was responsible for fixing bugs and adding new features in a large C++ codebase.

2023 - 2024

BRAMPTON RAILWAY

Volunteer - Track Maintenance Team

2016 - 2017

INTERESTS

- **Gaming**

As you would expect I have a love of all things gaming, I built my own gaming PC and enjoy playing online with friends when I get the time.

- **VR**

I have the original Oculus Rift and have recently upgraded to Oculus Quest. I very much enjoyed Half Life Alyx and play several VR titles and would like to try making my own VR game in future.

- **Fitness**

I enjoy keeping fit and going to the gym several times per week.

- **Funko Pops**

I enjoy collecting Funko Pops and I am always on the lookout for rare special editions to add to my collection

EDUCATION

MOULTON SCHOOL AND SCIENCE COLLEGE

6th Form

2019 - 2021

- BTEC Level 3 - Information Technology - Grade Distinction*
- A Level - Business - Grade B
- A Level - Biology - Grade B
- Level Extended Project Grade A*

Secondary Education

2014 - 2019

- Biology Grade 8 (A*)
- Physics Grade 8 (A*)
- Chemistry Grade 7 (A)
- Geography Grade 7 (A)
- Business Grade 7 (A)
- Maths Grade 6 (B)
- Design and Technology Grade 6 (B)
- English Language Grade 6 (B)
- English Literature Grade 5 (B)
- Spanish Grade 4 (C)
- BCS ECDL Level 2 in IT application skills Grade - Distinction

READING HELP FOR STRUGGLING PUPILS

2019

While in Sixth Form I volunteered to help younger students that had difficulty with reading and provided them with extra lessons.