Henry William Herschel Crofts

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Personal statement

I am currently studying a BSc (Hons) in Computer Games Programming expecting to graduate in 2019 from the University of Suffolk, with a 1st class degree. During my time studying I have spent the past 3 years learning and developing my skills using Unity3D and C#, this can be seen by looking over the games and applications I have created for the mobile and PC platforms.

Currently looking to secure a Unity Game Developer position or similar within a small team to utilise and build upon my current C# programming, communication and Unity skills within a company that offers employees the freedom to grow in the direction they choose.

My eventual career goal is to assume responsibility of a small team within a company that values employee progression while working to develop a successful title.

Education

University of Suffolk

(September 2016 – Present)

BSc. (Hons) Computer Games Programming – Anticipating a 1st Class Degree

Key Skills gained:

* Developed games and applications to PC and mobile devices using Unity3D.
* Ability to write, debug, and structure code efficiently.
* Ability to work in small teams as well as manage those teams in an agile environment using Atlassian’s JIRA
* Advanced problem solving.
* The use of version control software such as GitHub.
* Proficiency in the use of Microsoft Word, PowerPoint and Visual Studio.
* Good knowledge of Artificial Intelligence in games, as demonstrated by my Final Project.
* Proficient in the use of C# while familiar with C++.
* Accomplished communication skills, both written and verbal, developed through numerous essays, presentations and project documentation.

Notable Modules –

* Managing Games Production & Group Project – Managing a small team using agile systems such as JIRA to ensure team is working efficiently to complete a project within the time frame.
* Design Master Class – Working with a museum to create an Augmented Reality Application for mobile.
* Final Project – Dissertation equivalent completing a project to enhance my skills developing AI using Unity3D

Great Yarmouth College

(September 2012 – May 2013)

Level 3 BTEC Diploma in Information Technology **– MERIT/MERIT**

**Level 2 Photography - PASS**

City College Norwich

(September 2011 – May 2012)

Level 3 BTEC Diploma in Sport and Exercise Science **– MERIT/PASS**

****Archbishop Sancroft High School****

(September 2006 – June 2011)

10 GCSEs, grade A\*-C including Maths and English

Work Experience

General Labourer, Whartons PLC. Pulham St. Mary, Norfolk.

(September 2013 – August 2016)

Duties include:

* Working as a team to harvest the rose crop.
* Prepare rose crop to be sent out for orders.
* Bud rose bushes for the following year’s crop.
* Preparing bushes for harvest in the winter, trimming, weeding.

Key results:

* Developed communication skills by working with different teams to ensure orders are completed on time.
* Worked with small teams across multiple departments.
  + Gained Counterbalance and Tractor tickets.
  + Trained specialist budder.
  + Employed for summer seasonal work as a patcher between 2011-2013.

Game Development Experience

* Super Sushi Showdown – A two player mobile game where players must compete to have the most successful sushi restaurant.
* R34 Experience – An augmented reality app to engage children to learn about the R34 during its centenary in 2019.
* Ship Happens – A four player local coop resource management game currently on PC where players must work together to keep their ship afloat. https://twitter.com/ShipHappensGame

Hobbies & Interests

I am very passionate about video games. During 2009 – 2012 I was part of an online gaming community called Tactical Gaming, for the Gears of War division where I went on to become the Commanding Officer for the European brigade.

References

References are available on request.