Ian Hudson

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Education and Qualifications

University of Gloucestershire

Computer Games Programming (BSc Hons)- On Track for a 1st   2015 – 2019

Third year modules include:
- Individual Research project (76) – Created a Unity plugin to generate racetracks using a Voronoi diagram.
- Advance Group Project (73) – My final year project was to create any kind of game within a team for the end of year convention known as COMX. The game created was a top down spies vs mercenary game. In which I was the network programmer and gameplay programmer.
- Graphics programming and Shaders (85) – Render a 3D scene in real time.
- Indie Game Development (78) – I created a small mobile puzzle game.

Second year modules include:
- Low Level Architecture,
- High Level Architecture,
- Game Engine Programming

I was award best level 6 student from the University of Gloucestershire.

Abingdon and Witney College   2013 - 2015

BTEC level 3 Information and Technology Extended Diploma   DDD (Distinction)

Larkmead School   2010 – 2013

 6 GCSE's Grade C and above including a B in Maths

Technical Skills

Knowledge in   IT skills covering a range of software and version control

- C++,
- C#,
- GLSL/HLSL/CG,
- OpenGL,
- HTML

- BitBucket,
- Git,
- Perforce,
- SoureTree,
- Unity,
- Unreal,
- Visual studio 2015/2017

Relevant Experience

University of Gloucestershire - Research Placement   2017 – 2018

Throughout my placement I worked on multiple projects some of which included using AR, VR and the Microsoft HoloLens. I was required to work independently or in the case with the VR projects within a team. The projects which I worked on were created for internal and external clients using Unity and Unreal.

University of Gloucestershire -

Helping in Level 4 module Programming and Mathematics   2018 - 2019

My key responsibilities in this role include assisting students in their assessed tutorials and module projects in C++. I must communicate concisely towards the students, so they are able to understand what the code is doing and offer help and advice when requested or needed.

Brain's Eden – Competed in Brain's Eden Games Jam   2018 & 2019

I partook in Brain's Eden 2018 & 2019 where I was in a team of 5 using the Unreal Game Engine/Unity. I learnt the importance of cutting features and regular small meetings to keep track of the development of the project.

Additional Experience

University of Gloucestershire – Open/Applicant Day Helper   2017 – 2019

In this role I was tasked with helping applicants who participated in open/applicant day activities. The activities included creating Pong within C++ and JavaScript. I have improved my communication skills be doing this as I was talking to new people every open/applicant day.

Homebase - Part time member of the replenishment team   2013 – 2015

Low and Oliver – Shadowing an Electrician   2010 – 2010

Hobbies/Interests

Shotokan Karate

I have done karate for over 8 years and have reached the grade of Nidan (2nd Dan black belt). This required a high level of dedication and motivation to be able to reach 2nd Dan. I have gained discipline and team leader skills from this. I have also taught other students, who were both older and younger than myself.

Badminton

Since the second year of university I have attended weekly recreational badminton sessions. Through these sessions I have met a wide range of people. I have developed my confidence in talking to new people who I would not have known.