

Ian Hudson

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Personal Profile

I am a junior programming currently working at Sumo Digital Leamington.

Throughout my time at Sumo Digital Leamington I have strived to improve my technical skills as well as my interpersonal skills. With the goal of improving myself, but also the people around me.

I am focused on learning and improving as well as bringing a happy atmosphere wherever I work.

Technical Skills

Knowledge in

IT skills covering a range of software and version control

- C++,
- C#,
- GLSL/HLSL/CG,
- OpenGL
- Bitbucket,
- Git,
- Perforce,
- Unity Engine,
- Unreal Engine,
- Visual studio 2019,
- Jira,
- Confluence,
- Azure Dev-ops

Education and Qualifications

University of Gloucestershire

Computer Games Programming (BSc Hons)- Achieved Grade 1:1 (Frist)

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:

- Programming Low Level Architecture (70),
- Programming High Level Architecture (70),
- Game Engine Programming (75)

Abingdon and Witney College

2013 - 2015

BTEC level 3 Information and Technology Extended Diploma

DDM

Larkmead School

2010 – 2013

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

Relevant Experience

Sumo Digital - Junior Programmer

2019 – present

Throughout my time at Sumo Digital Leamington I have had the opportunity to learn and develop my skills. I have been given responsibilities of developing and maintaining core systems used by the whole development team as well as collaborating with other disciplines on gameplay features and tools.

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 -

Assisting in Level 4 module Programming and Mathematics

2018 - 2019

My key responsibilities in this role included assisting students in their assessed tutorials and module projects in C++. I communicate concisely towards the students, so they were 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 as well as consistent play testing to ensure the game was enjoyable to play.

Additional Experience

University of Gloucestershire – Open/Applicant Day Helper

2017 – 2019

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.

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.