Ian Hudson

Abingdon, United Kingdom   Telephone (Mobile): 07947701071

E-mail: ianm.hud@gmail.com   Website: https://I-Hudson.github.io

Personal Profile

I am a computer game programming graduate from the University of Gloucestershire and looking for a position in game programming.

During my degree, I have utilised my communication skills to communicate clearly and concisely with team's member and peers. As a result, I am able to explain complex points and ideas. I have demonstrated this whist assisting level 4 students and throughout my group project.

I am focused on leaning 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,
- HTML

- Bitbucket,
- Git,
- Perforce,
- SourceTree,
- Unity Engine,

- Unreal Engine,
- Visual studio 2017

Education and Qualifications

University of Gloucestershire

Computer Games Programming (BSc Hons)- Predicted 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 Maths

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 -

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 communicatee 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

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.

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.