

# Ian Hudson

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## Education and Qualifications

### University of Gloucestershire

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

Currently in my final year expanding on programming languages and skills I have previous learnt. First year key modules include: Programming and Mathematics and Introduction to Software Development. Second year key modules include: Low Level Architecture, High Level Architecture and Game Engine Programming/Scripting. Third year key modules include: Individual Research project, Advance Group Project and Graphics programming and Shaders.

### 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.

## **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 by doing this as I was talking to new people every open/applicant day.

### **Homebase - Part time member of the replenishment team**

2013 – 2015

Joining Homebase allowed me to experience a work environment. I developed skills such as attention to detail and organisation. I worked individual and within teams to complete tasks. I was also trained to use a RF Scanner to scan items in and out of the Warehouse, this is where I used my initiative to place items in the appropriate place.

### **Low and Oliver – Shadowing an Electrician**

2010 – 2010

I shadowed an electrician for a week as part of my work experience at secondary school. In this week I was tasked with documenting the jobs which were undertaken, communicating with customers and learning which was the best tool for any situation.

## **Hobbies/Interests**

### **Shotokan Karate**

I have done karate for over 5 years and have reached the grade of Nidan (2<sup>nd</sup> Dan black belt). This required a high level of dedication and motivation to be able to reach 2<sup>nd</sup> 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.