

# Ian Hudson

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## Personal Profile

I am a computer game programming graduate from the University of Gloucestershire and looking for a position in gameplay 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 whilst assisting level 4 students and thought out my group project.

I am focused on learning and improving as well as bring 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 (First)

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 (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.

**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.