Ian Hudson

Abingdon, United Kingdom Telephone (Mobile): 07947701071

E-mail: [ianm.hud@gmail.com](mailto:ianm.hud@gmail.com) Website: https://I-Hudson.github.io

**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

* BitBucket,
* Git,
* Perforce,
* SoureTree,
* Unity,
* Unreal,
* Visual studio 2015/2017
* C++,
* C#,
* GLSL/HLSL/CG,
* OpenGL,
* HTML

**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 where I was in a team of 5 using the Unreal Game Engine. I learnt the importance of cutting features and regular small meetings to keep track of the development of the project. I have been given the opportunity to attend Brain’s Eden 2019 where my responsibilities are to lead and manage the team.

**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

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 Wearhouse, 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 (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.