Ian Hudson

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**Education and Qualifications**

**University of Gloucestershire**

Computer Games Programming Sept 2015 -Present

Currently in my final year expanding on programming languages and skills from the first year. 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.

**Abingdon and Witney College** September 2013 - June 2015

BTEC level 3 Information and Technology Extended Diploma DDD (Distinction)

**Larkmead School** Sept 2010 – June 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 Sept 2017 – July 2018

Throughout my placement I worked on multiply projects some of which included using AR, VR and the Microsoft HoloLens. 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 Sept 2018 – July 2019

Helping in Level 4 module Programming and Mathematics

Key responsibilities:

* Answering questions in a clear and concise manner based on C++
* Assist in setting up new C++ projects within Visual Studio 2017
* Communicating with the level 4 students about their assignment or feedback on the module