Iain Harrison

A third-year BSc Creative Media and Game Technologies student seeking an internship from February 2021.

Address: Dennenweg 223, Enschede 7545WE, Netherlands

Tel: +44(0)7532 178713

[iainjharrison@gmail.com](mailto:iainjharrison@gmail.com)

<https://iainharrison.github.io/>

[www.linkedin.com/in/iain-harrison/](http://www.linkedin.com/in/iain-harrison/)

**Experience** [Talespin](https://www.talespin.com/), Utrecht Netherlands

Sept 2020 **Unity Developer Intern**

- Feb 2021 Duties:

* Creating next generation VR/AR/MR solutions in Unity3D/C#
* Working closely with other engineers at the beginning of sprints to allocate tickets amongst the team
* Managing my own workstream completing diverse tickets, working on a range of tasks including bugs, enhancements and new features
* Identifying bottlenecks and bugs, and devising solutions to address and mitigate these problems
* Prototyping and build with the latest mixed reality hardware (e.g. Oculus Quest, Vive, iOS and Android)
* Contributing ideas and solutions for potential features
* Participating in daily stand-up meetings and following scrum guidelines
* Communicating across multidisciplinary teams, both within the Netherlands and in Los Angeles

Feb 2020 [Dovetail Games](https://dovetailgames.com/), Chatham UK

Work experience

Duties:

* Learned Houdini and made procedurally generated objects
* Set up Houdini allocation calls at the SOP level on the server to free up the artists’ machines
* Communicated professionally with a wide range of employees
* Participated in meetings
* Shadowed engineers using Unreal Engine 4

**Education**

Sept 2018 Saxion University of Applied Sciences, Enschede NL

- present **BSc Creative Media & Games Technology**

Propaedeutic certificate achieved

Year two modules: C++, 3D Math, Personal Portfolio I, Procedural Art, Personal Portfolio II, UX/UI Advanced, 3D Rendering, Software Architecture, Personal Portfolio III, Business Thinking, Advanced Tools, Networking, Personal Portfolio IV.

Year one modules: Programming, Personal Project Communication, Design Thinking, Imagery, Personal Project Research, Game Design, Game Programming, Input Output, Personal Project Presentation, UX/UI Design, Physics Programming, Web, Personal Project Portfolio, Behaviourism, Algorithms, Unity Game Scripting.

Sept 2016 University for Creative Arts, Rochester UK

- Jul 2018 BTEC Level 3 Extended Diploma Creative Media Production & Technology – **Distinction** (168 UCAS points)

Sept 2010 The Thomas Aveling School, Rochester UK

- Jul 2016 9 GCSEs grades A-C including maths (**B**), statistics (**B**) and English (**B**)

**Skills**

Confident: Unity, C#, tooling, procedural generation, algorithms

Intermediate: HTML, CSS, physics programming (3D and 2D), player behaviourisms, design

Adequate: software architecture, networking, rendering, Houdini

**Personal**

I am passionate about gaming and all things tech. I enjoy taking part in game jams, both organised and informal jams with friends. In October 2020 I completed a self-set [‘Game a Day’ challenge](https://iainharrison.itch.io/seasoning-of-the-witch).

I love to travel and experience different cultures and cuisines and see the sights. I also like to cook and learning new recipes. I spend time with friends playing D&D and watching films.

**References available on request**