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Summary

I am a keen and hardworking individual who is highly passionate about programming. I have shown an interest in programming and game development since I was young which had led to me graduating Game Development: Programming at Falmouth University. I have a strong interest in AI systems which interact in various ways with players and procedural content such as animations. (Some of this work can be seen on my portfolio website.)

During my studies at University, I have been assigned gameplay and AI programmer for various projects and I am looking forward to expanding this knowledge and learning new fields.

Experience

AI Programmer – [Name_Here] games (University Team)

Sept 2022 – May 2023

This project (Lone Sol) was a project made in Unreal, Unreal Blueprint Script and C++ with a large team of people with various disciplines. I developed most the player and AI systems in the project. Because this team was large in comparison to our previous projects. It was vital version control (git) was used correctly and effectively, Me and our other programmer at the time helped provide our team with good practices and standards to uphold our project to in order to reduce any work conflicts.

Gameplay Programmer – Trojan Mouse Games (University Team)

Sept 2021 – May 2022

This project (Gruttel Game) was a fun project made with Unity and C# with a team of people with different disciplines. I programmed quite a lot of mechanics for this game. Such as the gameplay loop, making use of 'Behaviour Trees' also the throwing of litter into the scene mechanic which makes use of a 'Ballistic Trajectory' algorithm. In this project I also ensured I collaborated with the team by using agile practices and version control (git) to help make the production process smoother.

Gameplay Programmer – The Naughty Spiders (University Team)

Sept 2020 - May 2021

This project (Conjoined Game) was a project made with Unity and C# with a team of people with various disciplines. This was our first graded team project and I programmed a variety of features towards this with most my efforts being placed into the player controller. With that said, I worked with the other programmer to help get their code working. And implemented various UI visuals to help the player understand what they are doing.

Cowboys n' Stuff – (Game made by me)

Sept 2019 - Sept 2020

This project was a lot of fun to make: it was a project that was made solely by me and often worked on in my free time. However, I performed work on it here and there in free times during college too. It was a way to improve upon my skills with C# and Unity. I believed near the end of production it was a game I could see published on steam... And so, I published it. Even to this day, I am proud to say I have managed to get a game I deem publishable, and I hope I will have this opportunity again in the future.

Education

Falmouth University – BA(Hons) Game Development: Programming

Sept 2020 – Present

At Falmouth University, I have been able to work on a selection of projects; Team orientated and projects solely made by me. It has been a fantastic opportunity for me to refine my skills and get a greater understanding of what it takes to make a game. Especially when looking at the workflow other disciplines such as artists must take. My work as a programmer in this course is primarily made up of Unity and the C# language. However, C++/Blueprint and Unreal is also being learnt.

Newquay Tretherras Sixth form – A Levels

Sept 2018 - June 2020

I completed a few A levels back in sixth form college (Computer Science, IT and Business Studies). However, in computer science I decided to take it on myself to learn and make a game for my coursework and therefore started learning Unity. Little did I know, I would also be using this engine soon into the future at university. So, this was a wonderful experience and helped prepare me for what is to come.

Extra-Curricular

Work Experience

2017 (When I was in Year 10 in secondary school)

During work experience in Year 10 of secondary school I decided to spend a week at Cornwall College in Camborne and learn a bit about game development. I was shown by a teacher there about some of the artistic workflows such as sculpting with Autodesk Mudbox and making maps in Unreal Engine.

Personal Time

2022 - Present

In my free time, I like trying to create AI with various behaviours and actions and working with procedural animation. I have a few projects which demonstrates various attempts and procedural animation. With that said, I am currently working on a project on which looks and feels much better than the previous attempts which also comes with the ability to climb on any surface such as walls and ceilings.

Hobbies

My primary hobbies typically involve playing video games, programming In Unity and catching up on Marvel movies/shows.

I absolutely love playing games such as Ark: Survival Evolved, I have spent too many hours to count on that game and continuing. It is fun to play with friends and try grow the tribe against other players.

In terms of programming, I cannot help myself. I find so much fun in trying to find solutions to problems and creating prototypes and learning from them. For Marvel shows, I love keeping up with the timeline they are creating. I get quite excited when I find out another show/movie is soon released. My favourite movies from Marvel would have to be the Guardians of the Galaxy franchise, I love the random humour it has to offer.