Personal Profile

An insightful graduate who gained a first class honours degree in Games Technology at the University of Bournemouth seeking a position within the industry as a **CDE student**. I am passionate about design/programming and am always keen to learn new languages and platforms where possible. I have a driven work ethic and will always attempt to complete any task to the highest standard within a given time frame.

Personal Skills:

- Good interpersonal skills; can lead effectively in a team
- Highly organised which reflects in all my work
- Can assemble a PC and set up basic home networks
- Logical problem solver
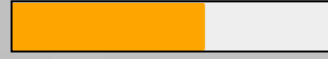
Contact

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References available upon request.

Professional Profile

- My main focus is mostly **C# programming** but am currently learning new languages regularly, nearly three years of experience with **Unity and C#** but also branching into alternative platforms/engines most notably **UE4/C++**

- Working closely with virtual reality projects for psychological/educational purposes (**using UE4 with PSVR/ HTC Vive**)

- Made several games using SDKs and APIs such as **OpenGL/Corona** (mostly in conjunction with C++)

- Proficient in **MS Office, Visual Studio**, understanding of **git and GitHub** and basic Unix commands

- Amateur website designer with some experience in **HTML 5/ CSS/ JS**

Education

2014 – 2017:
University of Bournemouth - Games Technology BSc
- Covers topics such as; Programming (object-orientated), Basic physics/matrix mathematics, Asset creation (animation, modelling etc.), **Achieved first class honours**

Experience

Research Assistant: June – August 2017

Worked on a project collaborating with the psychology and gaming department at Bournemouth University. I was the lead developer for a game in which participants had to correctly guess icons based on a given task. I created the game in the Unity engine (using C#) with another research assistant creating artwork.

Research Developer: December 2017 – May 2018

Working under a Bournemouth based company, Vitae VR is a subsidiary of Outpost VFX. I was the sole developer for a virtual reality 'Supermarket' game in which I undertook the process of porting the game from PC/Vive to PSVR. This project helped me hone my UE4 skills as well as branch into console development.

Who I Am

During my spare time I mostly play video games, my favourite genres would have to be FPS and indie. I have recently repaired an old bike without much knowledge and will use both my bike and camera to find places never seen before and capture the moment. For me, the most enjoyable part of repairs is understanding the problem before attempting to fix it; having that type of knowledge is priceless.

I participate in events such as Game Jams/conventions to further my programming skills plus helping to organise social events (game tournaments etc.) has taught me to take initiative and learn more about new technologies.