

# James Edwards

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## Profile

First Class BSc (Hons) Computing (Games Programming) graduate from Edge Hill University, with proficiency in C++, C#, Unreal Engine and Unity. I'm looking to make the next step forward in my career by entering into the game industry as a games programmer/developer.

## Skills

**Programming Languages:** C++, C#, Python.

**Visual Scripting:** Blueprint (Unreal Engine)

**Project & Task Management Tools:** Jira, Notion.

**Game Engines:** Unreal Engine, Unity.

**Source Control:** Git, Github.

**Additional Tools:** Blender, LaTeX.

## Education

**Edge Hill University**, BSc (Hons) Computing (Games Programming).

2022 – 2025

- **Grade:** 1st Class.

- **Dissertation Project Title:** The Development of a Skiing Video Game using Procedural Terrain Generation Techniques.

- **Relevant Modules:** Research & Development Project, Games Engines, Programming Languages, Computer Graphics & Modelling, Intelligent Systems, Streaming Media, Interface Programming & Digital Design & Production.

**Coleg Cambria** A levels, Computer Science - C, Maths - C, ICT - B

2020 – 2022

**St Joseph's, Secondary School**

2015 – 2020

- 10 GSCEs from grades A-C including an A in Maths, C in English & a level 2 additional maths qualification

## Experience

**12 Week Game Development Industry Partner Project** – Blaze Games/IN4 Group

2025

- Worked Collaboratively in Unreal Engine 5 using GitHub as source control to develop a small arcade style game.
- Implemented core gameplay systems using Unreal Engine Blueprints, including a responsive dash mechanic, a physics based ragdoll effect on character death, and damage/health system.
- Presented the completed game to peers and mentors, highlighting core features, design decisions and technical implementation.

**Crew Member** – McDonald's, Chirk

2021 – 2022

- Collaborated with team members to achieve wait times of less than 5 minutes at peak time with high order accuracy.
- Provided excellent customer service with a focus on clear communication.

## Volunteering

**Treasurer** – Music Society, Edge Hill University

2024 – 2025

- Won both Committee of the Year and Society of the Year at the 2025 Student Union Society Awards and Most Improved Society at the 2024 Student Union Society Awards standing out among over 100 societies within the Student Union.
- Set up and ran a weekly open mic night in the student union for members of the music society as well as the wider university community.
- Lead weekly rehearsal sessions for members of the music society & mentored new musicians at the society, helping improve both their skills and confidence in their instruments.
- Managed the society's budget and oversaw purchases, including sourcing and acquiring a new microphone.

## Certifications

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**IN4 Group Skills City Unreal Developer Bootcamp Graduate**

2025

- **Grade:** Outstanding

- Gained hands-on experience in Unreal Engine by programming interactive features using Blueprints, C++, UI programming and AI systems such as Blackboard and Behaviour Trees.

- Collaborated effectively with peers on small group projects using GitHub for version control, resulting in successful demonstrations to the class.

**Microsoft Azure Fundamentals, AZ900**

2025

- Demonstrated foundational knowledge of cloud computing concepts and core Microsoft Azure services.

- Explored Azure's core service offerings in Compute, Networking, and Storage.

- Described Azure architectural components, including regions and availability zones.

## Hobbies

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- **Gaming:** In my free time I enjoy playing video games. I am currently playing Rematch by Slocap and my favourite games I have played so far are Destiny 2 and Titanfall 2. I love playing games such as these, as they keep me excited about games programming & game development in general.

- **Guitar:** I've been playing guitar for over five years and perform in a band, creating original music with friends and performing them in a live setting. Playing together has helped improve my teamwork and communication as these are vital when collaborating with others to create music.

## Languages

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English – Native

Welsh – Elementary Proficiency

## References

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Available on Request