

James Edwards

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Profile

I am a final year Computing (Games Programming) student studying at Edge Hill University with a strong proficiency in C++, C# and Python. Additionally, I am also proficient in using the game engines: Unreal Engine and Unity. I also have experience with using source control such as Git and am skilled in debugging and troubleshooting. I am seeking a role as a Graduate/Junior Games Programmer, where I can continue to learn and develop my skills by working on exciting projects in a professional setting within the game industry.

Skills

Languages: C#, C++, Python.

Additional Tools & Software: Blender, LaTeX.

Game Engines: Unity, Unreal Engine.

Source Control: Git, Github.

Education

Edge Hill University, BSc (Hons) Computing (Games Programming). 2022 – Graduating July 2025

- **Expected 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, Mobile Apps.

Coleg Cambria A level, Computer Science - C, Maths - C, ICT - B 2020 - 2022

St Joseph's, High school 2015 - 2020

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

Experience

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.
- Maintained cleanliness and organization of workstations, promoting a safe and efficient environment for both team members and customers.

Volunteering

Treasurer, Edge Hill Music Society 2024 – 2025

- Set up and ran a weekly open mic nights 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.
- Won both Committee of the Year and Society of the Year at the 2025 Student Union Society Awards, standing out among over 100 societies within the Student Union.

Hobbies

- **Gaming:** In my free time I enjoy playing video games. I am currently playing City Skylines 2 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 other to create music.
- **Dungeons & Dragons:** I enjoy playing D&D with my friends as it lets me express my creativity while also working together as a team.