

James McGowan

119 Spencer Road, Stoke-On-Trent, ST4 2BE

Email: James.mcgowan73@gmail.com

LinkedIn: <https://www.linkedin.com/in/james-mcgowan-903135167>

Website: <https://m012343i.github.io/James-McGowan>

Profile

A final year Computer Games Development student with practical experience in C++, Unreal Engine, Unity and Microsoft office 365. Looking for an opportunity to contribute as well as further develop programming skills and gain further knowledge to develop a career in the games industry.

Education

Staffordshire University

BSc (Hons) Computer Games Development 20/09/18 – 18/06/21

Leeds City College

BTEC Games Development D*D*D* 01/09/16 – 20/06/18

Ilkley Grammar School

9 GCSEs including English, Maths and Computer Science 01/09/11 – 20/06/16

Key Modules

Fundamentals of Game and Graphical system Development: Used Visual Studios to create a Pacman style game and FreeGLUT to create a graphical programme.

Game engine programming: Used Unreal Engine to create a first-person shooter game as well as a racing game.

Game development: Used Unreal Engine to create a tower defence game.

Virtual and Augmented reality: Used Unreal Engine to create an application or game that would assist people who are unable to travel or play games.

Mobile Games Development: Using Unity to create a mobile game that could eventually be added to the Play Store or Apple store.

Ubiquitous Computing: Using Amazon developer to create a fridge application that can be published to amazon for people to use.

Final year project: Using Unity again to create an application that can help students get better at interviews and help develop them to fit a role in the game industry.

Relevant Skills

- Following instructions/making decisions: completed documentation accurately, completing tasks to high standards.
- Time and workload management: worked both front and back of house when short-staffed, always on time for lectures and work is submitted in a timely matter.

- Creativity: Created storyboards and designs for projects for example tower defence game which was created in Unreal Engine.
- Problem Solving: Researched and remained resilient when facing issues programming. Arranged team meetings for group projects.
- Teamwork: Flexible with working hours to meet team and business needs whilst working in a restaurant.
- Communication: Confidently served customers, addressed issues and calmly answered questions.
- Technical Skills: key Office 365 skills, C++, Unreal Engine, Unity, Blueprints.

Employment

Kitchen assistant at the Fox in Menston

03/17 – 08/18

A reliable, conscientious, hardworking, enthusiastic individual. Regarded as a good team player in a pressurised food service environment working unsociable hours including weekends and late evening shifts often at short notice.

A valued member of the team with an excellent absence record. With excellent training and understanding about hygiene, food safety, allergens, and fire safety within employment.

Customer Assistant at Sainsbury's in Otley

06/19 – 09/19

Customer Assistant at Morrison's in Cheadle

09/20 – present

A good team member in a fast paced environment while greeting customers and handling money. Been trained on the checkouts and already have some training in shelf stacking also have an open mind to be trained of other things.

Volunteering Experience

Radio Design in Shipley
13th July 2015 — 17th July 2015
Working the production line.