Curriculum vitae

University Student

Personal details

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Profile

I'm a Computer Science for Games student with a strong foundation in game development and a knack for solving complex problems. My experience spans gameplay programming, multiplayer systems using Unity NGO, and backend logic—backed by solid skills in Java and C#.

I've developed both solo and team-based projects, including Crossing Road, a polished group game prototype, and my final project: a 1v1 MOBA balancing demo grounded in real player feedback. These projects gave me the chance to work on everything from AI behavior trees to balance mechanics and technical implementation.

Beyond university, I've worked as a developer for IridiumMC, where I write Java to implement gameplay features and infrastructure for a Minecraft Prisons server, collaborating with content creators like Fundy. It's here that my ability to debug fast, problem-solve under pressure, and write clean Java code really shines.

Whether I'm deep in a multiplayer netcode issue, optimizing a Unity interaction, or reverse-engineering a gameplay system, I bring critical thinking, adaptability, and a genuine passion for the craft.

Let's build games that challenge players—and developers.

Education

Sep 2022 - Jun 2025	**Bachelor of Computer Science - BSc, Computer Science for Games** **University of Brighton, Brighton**
Aug 2018 - May 2022	**High School Diploma** **Pope John Paul II Preparatory School, Hendersonville, Tennessee**

Employment

Feb 2025

Developer
IridiumMC
Working on Minecraft server as a developer. When started, I will be the head developer for the Prisons server on the server. I have worked and assisted with the server thus far and helped with creating YouTube videos for the YouTuber 'Fundy'.

Apr 2022 - Sep 2022

Food Delivery Driver
DoorDash, Hendersonville, Tennessee, United States
I learned how to navigate my town better and learned how to utilize phone capabilities to deliver food and other items to the customer on time, often arriving earlier than expected.

Internships

Nov 2019 - Feb 2020

Student Intern
Center for Medical Interoperability, Nashville
In this internship, I learned the networking and engineering aspects that go into the development of the devices used in medical fields.

Projects

Oct 2024 - May 2025

Final Project
Unity, 2D, C#, Data Analysis
This is my final project for my degree. In this project, I have surveyed and analysed responses to balancing issues encountered in MOBA games, namely 'League of Legends'. I created a small demo in a 1v1 to demonstrate balancing techniques in the space.

Feb 2024 - May 2024

Crossing Road - Integrated Group Project
Unity, C#, 3D
In this group project, we created a Unity 3D game with the goal of teaching children the different road crossings in the UK and how to safely cross them. We added accessibility features, such as a toggle for dyslexic friendly font.

Sep 2022 - Feb 2023

Suika Game, Web Development for Games
Phaser, HTML, CSS, JavaScript
I created a browser based game based on the popular game 'Suika Game' where the player must merge fruits and achieve a high score.

Courses

Game Development Frameworks
This course aimed to teach an introduction to Unreal Engine and how to develop a game from scratch using blueprints and visual coding.

Artificial Intelligence for Games
In this course, I attempted to develop a small AI prototype that demonstrated predictive AI for use in game development.
- Designed and implemented a behavior tree for non-player character (NPC) decision-making in a game environment.

Game Engine Fundamentals
This course, through SDL2 and a code base called xcube2D, taught us how to add additional functionalities to a 2D game engine coded in C++.

Game Level and Asset Design
This course taught how to develop the frameworks for games and how to create usable assets for games. We learned how to find assets online and how to create engaging levels for players.
- Learned to develop a cohesive aesthetic for game environments that complements gameplay mechanics and storyline.

Cyber Security and Intellectual Property Law
- Examined the intersection of intellectual property law and software development within gaming applications.

Skills

Game Design

Unity

Object-Oriented Programming (OOP)

SQL

Python (Programming Language)

C++

Java

Digital Art

Problem Solving

Communication

Project Management

Languages

English   Fluent

French   Moderate

Hobbies

■ Coding

■ Gaming

■ Crochet

■ Streaming on Twitch

Certificates

Feb 2022	**Apple Teacher Certification**
Feb 2023	**CS50's Introduction to Computer Science**

- Completed Harvard's CS50's Introduction to Computer Science, gaining a solid foundation in programming and algorithms.
- Developed projects using languages such as C, Python, and SQL as part of CS50 assignments.

Feb 2023	**edX Verified Certificate for CS50's Introduction to Computer Science**
Jun 2024	**Course Representitive**
Jun 2025	**Learn React Course**

- Completed comprehensive Learn React course covering React fundamentals, including JSX, components, and hooks

References

David Dorrington
Computer Science for Games Senior Lecturer
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