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An initiative-taking individual with a strong passion for games and everything tech. Strengths are being able to work effectively both independently and as part of a team, as well as being a great problem solver. Looking to start a career as a game developer and to further broaden my knowledge within the industry.

IT SKILLS

Unity, Unreal Engine 4, Maya, Blender, Arnold, Visual Studio, Visual Studio Code, Android Studio, MS Office, FMOD, Adobe Photoshop, Adobe Premiere Pro, GitHub Desktop, Git Bash, TortoiseGit, Registry, Command Line.

Programming Languages -   C#, C++, Java, Python, HTML, CSS, JavaScript. Proficiency varies

EDUCATION

Birmingham City University, September 2019 – Present
BSc (Hons) Computer Games Technology - Predicted Grade – First Class Honors

Final Year Project:
Procedural Generation of Caves using Cellular Automata and Fractional Brownian Motion
Created an algorithm to generate caves, with the aim of determining whether this method could be used to save time and production costs throughout the game development pipeline. The program had an emphasis on being easy to use while still giving the user a good amount of control.

Relevant Modules:
- **Data Structures and Algorithms (86%) –** Provides the foundation and necessary background knowledge about common data structures and algorithms.
- **C++ Programming for Games (84%) –** Focuses on C++ programming, helping to develop skills in the use of an object-oriented programming language and to learn how to debug, optimize and test C++ programs.
- **Collaborative Practice (78%) –** Provides an opportunity to learn and critically reflect on the skills of collaboration by creating an interdisciplinary project with students from complementary disciplines.
- **Programming for Game Engines (75%) -** This module enhances knowledge of game engine concepts and programming skills with a game engine in a number of different contexts.
- **Computer Graphics (73%) -** Created a project to render graphics using two different methods: rasterisation and ray tracing.
- **Artificial Intelligence (78%) –** Developed a project in Unity to showcase some common implementations of AI in games, such as Finite State Machines, Behaviour Trees and Boids.
- **Mobile Game Development (71%) –** Provides a theoretical foundation underpinning the design and development of mobile games

October 2015 – September 2017

De Montfort University
Studied Mathematics at De Montfort University and finished with a Cert HE qualification.

September 2008 – June 2015
Waseley Hills High School and Sixth Form Centre – A Level and GCSE
Achieved 6 GCSE's Grades A*-C and 2 BTEC Level-2 qualifications. Also Achieved A-Levels as listed below:
- Mathematics – B
- Chemistry – C
- Physics – D
- Business (AS) – D

RELEVANT EXPERIENCE
3D Game Development
Developed a game in a team of 11 students. I was assigned as the team leader and was responsible for managing the team. This helped develop many key skills relating to leadership, communication, teamwork, and time management.

Collaborative Practice
Developed a game with a team consisting of Games, VFX and Film students. I was assigned as programming lead and was responsible for managing the programmers of the team. This helped grow skills in teamwork and communication as I had to discuss ideas and project scope with students that did not have the same technical knowledge. I was also responsible for the animation programming and AI programming which developed skills in these areas.