Louis Palmer - Software Engineer & Programmer

Contact

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in LouisPalmer-dev

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📍 Leicestershire, UK

Summary

Aspiring software engineer and programmer with a strong affinity for patterns, whether in shapes, behaviour, or programming logic. Am skilled at identifying recurring trends, fueling my passion for programming as it combines problem-solving, logical thinking and solution expression. Enjoy automation, streamlining repetitive processes, and improving system efficiency. Academically strong but adaptable to real-world challenges and eager to learn new techniques. Experienced in collaborating with multidisciplinary teams and a keen ability to analyse team dynamics and forecast outcomes. Critical thinker who thrives on structured tasks and precise objectives and excels in analysis. Highly analytical and enjoy predicting future outcomes and finding innovative solutions in software or interpersonal contexts.

Education

Falmouth University
(Sept.2022 – May. 2025)
BSc (Hons) Computing for Games

North Warwickshire and South Leicestershire College (2020 – 2022)
UAL Extended Diploma in Creative Media Production and Technology

Programming

Computer Languages

- C#   5+ Yrs, Advanced
- C++   2+ Yrs, Advanced
- Python   6+ Yrs, Intermediate
- R   6+ Mnths, Intermediate
- HTML   2+ Yrs, Basic
- CSS   2+ Yrs, Basic
- JavaScript   1 Mnth, Beginner

Framework

- Unity   5+ Yrs, Advance
- Unreal   2+ Yrs, Intermediate
- .Net   Starting Q1 2025

Library

- OpenGL   6+ Months, Intermediate

About Me

- Recently built own PC
- Enjoy Open water diving, working towards a PADI
- Indoor Rock Climbing
- Badminton
- Dinghy Sailing
- Taekwondo
- Schooled in Berlin, Germany till age of 8

Languages

- English, C2 Proficient
- German, B1 Intermediate

Experience

Perchang.com - London, UK   April. 2023
Warhammer, Games Workshop Limited

- Collaborated with multidisciplinary teams in a professional environment.
- Developed and implemented new gameplay mechanic for mobile game Perchang
- Created a library of reusable code used during university projects.
- Learned how profiling and debugging tools are used in professional game development to identify bottlenecks and optimise performance.
- Detected and analysed a bug in the enemy AI system.
- Observed and learned the production pipeline for Warhammer games, including tools for artist integration and character implementation.
- Gained hands-on experience with source control tools, emphasising the importance of version management in a professional setting.
- Worked under Non-Disclosure Agreement, demonstrating professionalism and the ability to handle sensitive information.

Attensys.io - Berlin, Germany   Dec. 2022
Hospital Bed Data Analysis Report

- Analysed public and private datasets for **Attensys.io** to identify key countries for releasing new sensor technology
- Using Python, I visualised the data in the form of graphs. In an appropriate manner, such as using heatmaps for location-based data.
- Compiled an interactive report designed with HTML and CSS.

Computational Mathematics   Sept. 2023
Falmouth University, UK

- Independently rediscovered and implemented a shading technique, later identified as normal shading, showcasing creative problem-solving and a firm grasp of graphics programming.
- Reverse-engineered complex graphics code to extend functionality with shading algorithms, demonstrating persistence and initiative.
- Optimised repetitive Bézier curve equations
- Applied physics (SUVAT) principles to calculate projectile motion for a tank simulation.

Split Polarity   Nov. 2022
Falmouth University, UK

- Designed power-up classes, enabling teammates to integrate new powers efficiently without reprogramming core systems.
- Implemented controller support and seamless menu navigation to enhance user accessibility and gameplay experience.
- The game earned the "Best 1st Year Game Award" at Falmouth University and was published on Steam after receiving an invitation from a student-led publishing company.