Louis Palmer - Software Engineer & Programmer

Contact

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in LouisPalmer-dev

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📍 Leicestershire, UK

Programming

Computer Languages
- C#   5+ Yrs
- C++   2+ Yrs
- Python   6+ Yrs
- R   6+ Mnths

Framework
- Unity   5+ Yrs
- Unreal   2+ Yrs
- .Net   Starting Q1 2025

Library
- OpenGL   6+ Months

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

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

Languages

- English, C2 Proficient
- German, A1 Basic

Summary

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

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.