LOUIS PALMER

BSc Computing for Games Falmouth University Student

@ Louispalmer01@outlook.com   📞 07599 426005   in louis-palmer-447a1524b

EXPERIENCE

Game Development Intern
Perchang

📍 Online

- Collaborated with multidisciplinary teams in a professional environment.
- Developed mechanics for the mobile game Perchang.
- I learnt professional standards for source code control.
- I adhered to NDA's, showcasing professionalism.

Police Force Placement
Leicestershire Police

📍 Leicestershire

- Shadowed officers in diverse scenarios, including community interactions and casework.
- I learnt about the importance of teamwork, problem-solving, and maintaining professionalism in high-pressure situations.
- I developed strong organisational and communication skills through exposure to case documentation and reporting.

PROJECTS

Particle Fluid Simulation

- Explored the graphics pipeline using OpenGL and developed a particle-based fluid simulation implementing Smoothed Particle Hydrodynamics (SPH) in C++.
- Gained a strong understanding of fluid dynamic equations and translated mathematical models into efficient algorithms.
- Leveraged optimisation techniques to enhance performance and efficiency of the simulation.

Hospital Bed Data Analysis Report
Attensys.io

- Analysed public and private datasets for Attensys.io to identify key countries for releasing new sensor technology.
- Using Python, I generated graphs from the data such as heatmaps.
- Compiled an interactive report designed with HTML, CSS and JavaScript.

Split Polarity - Game Development

- Collaborated within a multidisciplinary team to develop and publish the game, Split Polarity on Steam.
- Clear communication and teamwork across different disciplines, adopting flexible working routines to ensure smooth group dynamics.
- The game earned the "Best 1st Year Game Award" at Falmouth University

MY LIFE PHILOSOPHY

"Become comfortable with being uncomfortable"

STRENGTHS

Statistical Analysis   Source Control
Documentation   Automation
Problem Solving   Debugging

C++   C#   Python   JavaScript
R   HTML   CSS

LANGUAGES

English   ●●●●●

German   ●●○○○

EDUCATION

BSc Computing for Games
Falmouth University

📅 Sept 2022 – May 2025

Level 3 Games Design
North Warwickshire and South Leicestershire College

📅 2020 – 2022

GCSE Maths Grade - 8
Brockington College

📅 2017 – 2020

SMALL SUMMARY

I was born in Berlin, Germany and lived there for 8 years, moving to the UK to be around family. I enjoy problem-solving and naturally found programming to be a way to immerse myself in it. I am a determined person who approaches tasks and goals with focus and commitment. Once I have set my mind to something, I work to achieve it with persistence and drive.