Lukas Burton

Contact info

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Profile

I'm a graduate student of **_Computer Science For Games_** who enjoys working in a team environment. I am looking to join your company to broaden my knowledge, gain experience and become a valued and reliable member of your team.

Competencies

- **C++**
- **C#**
- **.Net 8**
- **CSS**
- **HTML**
- **MudBlazor**
- **React**
- **Unity**
- **Unreal Engine 5**
- **Vulkan**
- **SCRUM**
- **Agile Development**
- **Test Case Design**
- **PS4 Design specification**
- **Bash**
- **Git Hub**
- **Azure**
- **Sql Database**
- **Kubernetes**
- **Docker**
- **Virtual Machines**

Experience

- Evo Energy: Software Developer, worked on the creation of the EIM solar data management portal, the accompanying Metering Solution, and the dashboard display solution. (01,08,2024 - Current day)
- Cropwell Bishop Creamery: Production Order Processing Clerk, Product Portioner (01,09,2022 - 01,06,2024)
- Earl of Chesterfield, Kitchen Staff (2018 - 2019)
- Sue Ryder. Volunteer (2015 - Duration 3 months)

Education

University - Sheffield Hallam University (01,09,2019 - 08,06,2022)

Course - Computer Science for Games, Second Class Honours Second Division

College - Confetti Institute of Creative Technologies (01,09,2016 - 01,06,2019)

Course - Games Technology (MMP)

Secondary school - Toot Hill School (2011 - 2016) - All GCSE grades A to C

Modules

- **Programming**: Development courses & collaboration projects involving teams from different courses.
- **Project (technical computing)**: Created a procedural terrain generation programme during this module.
- **Advanced Games Console Projects**: Advanced course on a console development kits, mostly using the PS4 development kit working on render and texture models.

Skills

- i can adapt to new working enviroments quickly and conform my working style to what is currently needed.
- I enjoy working in a team environment as illustrated through the development of projects with people from different disciplines and skill levels.
- Communication skills, my accredited archery coaching award demonstrates my ability to communicate effectively and share knowledge.
- Notable expereince with c# and Mudblazor as shown in my time with Evo energy
- linking software coding with the required hardware. this is shown when callabrating solar data meters and using ModBus to send the collected data to a database.
- Experienced in Unity, Unreal Engine and C++. Various projects, such as Necopinatus. During my time working on this project I worked with the team to port Zool to Vulkan for Nintendo Switch adoption.
- Adept in the use of the Unreal engine, used to make various projects both recreational and within a team working on the full development of a commercial game.
- Project knowledge, I have used the Agile methodology, SCRUM and pool development processes during my time at university and recreational projects.
- Git Hub for version control, project managements and development lifecycles.
- I have a full driving license.

Additional information

I have been performing archery for ten years which I still enjoy. During this time, I have won the junior national championship three years in a row, I have also completed an accredited coaching course, which enables me to teach others. I enjoy playing various games and deciphering different systems that I find interesting; I also enjoy recreating these in Unreal and finding ways to improve the mechanics while testing its limits. I also enjoy skiing in the UK and have visited several countries to put my skills into practise in real snow environments.

References: Available upon request