

# CURRICULUM VITAE

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Date of birth: *14 June 1999*

Portfolio: <https://lukebarsby.github.io/Portfolio/>

## Personal Profile

Hardworking, punctual, and devoted Individual. Also, friendly, easy to approach and eager to start in the working world. I am currently studying my 3<sup>rd</sup> year of Computer Games Development at Staffordshire University and am finding myself devoted to the course.

## Qualifications

- 11 GCSE's A\* to C
- D\*D\* in Computer Programming at Burton and South Derbyshire College

## Education

- The de Ferrers Academy 2010-2015
- Burton and South Derbyshire College started in 2015-2018
- Staffordshire University 2018-2021 (current)

## Programming Experience

During my education I have studied a large area of programming, from windows form programming in software development to games programming at university using C# & C++. I have also had numerous experiences working in teams creating various artifacts.

During college, one team project that stands out the most was creating a bespoke website for a local band. During this time, my class was split into separate teams for all the different parts of the website, we approached this project carefully and used the Agile SDLC to ensure requirements and responsibilities were understood, My responsibilities during this time was creating front end interfaces to be able to easily add in venue times and locations in an easy and understandable manor because the band would be the ones maintaining the website, I also created an interface to easily upload images and create galleries for the band based on the amount and sizes of the image. Sadly, this website has been abandoned as the band is no longer together, but this taught me valuable skills in not only team working but also communication between clients and developers.

Since then, I have undertaken multiple group projects in university and stuck with the same mindset of what I was taught in college, planning and communication is key. Every University project I have

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worked on has had adequate planning and communication between team members to ensure that requirements are met. To aid this, project planning boards and SDLC's are always used and tasks are split up between members depending on skill levels and desired fields. Managing teams has always been something I have found myself to do during these projects, it was often looked over and not wanted as people did not want both the pressure of managing and keeping up with others, but I feel like without a clear path and understanding projects are likely to fail.

### Other Interests

My interests include technology, creative media, and computing (particularly programming and building computers).

I also enjoy socialising with friends, playing video games and meeting new people.

### References

References can be given on request.