

# Luke Melville

189 City Road, Sheffield, S2 5HF

Mobile: 07954 604083

[Luke.Melville@gmail.com](mailto:Luke.Melville@gmail.com)

---

## Personal profile

An outgoing and strong willed individual, studying a MComp Game Software Development degree at Sheffield Hallam University. I am very confident with computer systems, and I particularly enjoy programming and have tenacity for solving complex problems. Being very deadline oriented, I also possess the key characteristic of being able to present complex solutions clearly and accurately, and also feel I am a strong contribution to an organised team.

## Education

### Sheffield Hallam University (2014 – 2019) First Year Mark – 78.67%

I am in my second year of a MComp Game Software Development Degree, my first year module results are as follows:

- Programming in C++ (**89%**)
- Intro to Games Development (**74%**)
- Mathematics for Graphics (**79%**)
- Professionalism and Communication Skills (**75%**)
- Systems Modelling in C# (**83%**)
- Development of Architecture and Assembly Language (**72%**)

My second year modules include:

- Web Application Development
- Professional Development
- Programming in C++ for Games
- Object-Oriented Programming
- Mathematics for Modelling and Rendering
- Software and Hardware Optimisation Techniques

### Prior Pursglove College A Levels (2012 – 2014)

Subjects with an Asterix were only studied at AS Level:

- Computing (**C**)
- Extended Project Award\* (**B**)
- General Studies\* (**C**)
- Chemistry (**D**)
- Maths\* (**C**)
- Physics\* (**D**)
- 

### Rye hills Secondary School GCSE's (2007-2012)

I achieved a total of 6 A's, 6 B's and 2C's, including English and Maths at grade A

## Interests and Achievements

## **Luke Melville**

I was Head Boy throughout years 10-11 in Rye Hills secondary school. Upon completion I received the Head Teachers, Head of House, and Science award. I have completed my Gold Duke of Edinburgh expedition and voluntary sections which I acquired a first aid certificate. I also hold a full UK Driving license.

I have also competed in the British informatics Olympiad 2013 and the Computing Beaver challenge 2013 in which I attained the grade of distinction, allowing me to train my logical thinking skills, tying into programming. I also thoroughly enjoy competitive video gaming and the social and mental benefits that accompany this.

## **Employment history**

### **Student Researcher for Sheffield Hallam's Games Britannia**

January 2015 - On-going

Working in a small, close knit team consisting of me, another programmer, and one graphics artist cumulatively designed, developed and tested a platform game with an alternate top down view. This would then be used as the framework for Sheffield Hallam's Games Britannia Competition. This honed my programming skills, aided in my abilities to function as part of an organised development team, and also allowed me to exercise creativity over the game we were re-making, which was the 1985 flip-screen platform game, Magic Knight – Finders Keepers. I am currently employed in further developing the game in game maker alone after my entry in the Competition placed first.

### **Store Assistant at Nisa Local Hallam University**

June 2015 - On-going

As a store assistant in a 24 hour, primarily student based convenience store; I have gained valuable insight into dealing with many adverse situations, and handling difficult customers. My primary roles are maintaining stock and serving customers, and also counting and managing money from shifts. I also have secondary responsibilities such as confirming staff members' daily takings, and assisting with ordering of stock. This role has taught me the value of customer interaction and also the requirement to think intuitively in high pressure situations, as well as handling large amounts of money safely and responsibly.

### **Redcar College ICT Network Maintenance Assistant (Work Experience)**

June 2011 (2 weeks)

This role primarily consisted of shadowing the IT Professionals working at Redcar college, and viewing their daily duties. I also undertook minor tasks on my own such as putting together computers, ensuring all parts work efficiently, and repairing problems some students encountered with software, allowing me to employ my problem solving skills.

### **Anne Charlton's Lodge (Volunteering)**

December 2012 (Weekly for 13 Months)

With a team of health care professionals, I worked with patients in a Hospice living with a range of terminal illnesses. I primarily assisted with basic care of day to day life, such as feeding, aiding with movement, or simply talking with the patients. I also worked with occupational therapists assisting them in a study as to how gameplay can improve the quality of life of physically and mentally disabled patients, and what development considerations should be made for such games. The primary cases that were considered were additions to the Nintendo Wii which would cater to the physical disabilities of some patients.

## **References**

Mark Featherstone (Lecturer)  
Course leader Game Software Development  
Sheffield Hallam University  
Cantor Building, 153 Arundel St, Sheffield, S1 2N  
Tel.: (+44) 114 225 6863  
Email: <mailto:M.Featherstone@shu.ac.uk>

Mandeep Khela (Employer)  
Owner/Store Manager  
Nisa Local Hallam University  
Unit 1 Suffolk Road, Sheffield, S2 4AF  
Tel.: (+44) 784 166 6567  
Email: [mkhela@hotmail.co.uk](mailto:mkhela@hotmail.co.uk)