Marc Hansen

Computer Science for Games student at Sheffield Hallam
Portfolio: https://marchansen2002.github.io

Sheffield
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Personal Statement

I've loved games and gaming ever since I first started playing them on the playstation 2 with games like super monkey ball adventure. I later continued to find out more about games moving to other consoles like the Wii and Xbox 360. Until I eventually moved to PC around 2013 where I learnt I could create my own games and started doing so ever since, starting out using websites such as Scratch. I now, years later, use a variety of tools and skill sets to make games. Currently my main places of game creation are using C++ with a library or Unreal Engine 5.

Technical Skills

Languages, Databases & Libraries
C++, C#, HTML, CSS, SQL, SFML, DirectX11
Software
Unity, Unreal Engine, Visual Studio, Github

Transferable Skills

Adaptability, Time-management, Excel, Communication, Organisation

Education

Sheffield Hallam University, Sheffield - Computer Science for Games
September 2022 - May 2026
- Mathematics for rendering
- Software-Hardware optimisation techniques
- Object Oriented Programming & DirectX11 game creation
- Game-loop structure using SFML & C++

Chesterfield College, Chesterfield - Level 3 Game Design & Development
September 2019 - July 2021
- Unreal Engine 4
- Autodesk Maya
- Project Management
- Trends in games and where they could be going

Experience

The Clubhouse, Sheffield - Bar Staff
September 2022 - Current
- Making and serving drinks

- Ringing up and charging customers on the till system
- Keeping the place clean
- Occasionally closing the pub down ready for the next day

References

Available on request