Michael Christie

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A focused, enthusiastic student studying for a BSc Games Computing at The University of Lincoln, gaining and improving upon skills in the gaming and computing industry including C++, C# and Level Design.

Education

The University of Lincoln
BSc Games Computing – 1ˢᵗ Class Honours   **2017 - 2020**
Modules includes: Games computing, Problem solving, Algorithms and Complexity, HCI, Game Design, Math for computing, Computer architecture and Programming and data structures.

New College Stamford – Level 3 BTEC in IT – Triple D*   **2015-2017**

The Kings School Peterborough – 9 GCSE's (A*-C) including English and Maths   **2010-2015**

Skills

- **Programming** -
  3+ years of experience in C# through modules at University such as Algorithms and Complexity (77%), Introductory Game Studies (64%) and though personal methods such as Game Jams and personal projects.
  3+ years of experience in C++ through Modules like Games Programming (72%), Advanced Games Programming (62%) and Graphics (75%) which made use of SDL, Urho3D and OpenGL.
  6 months of experience in JavaScript for use on a Discord Bot for the Game Dev Society and for Cross Platform Development Module (70%) which made use of React Native to develop an App for IOS and Android.

- **Unity** -
  3+ years of experience using Unity and have used it to create small projects for game jams, as well as bigger projects both for university submissions as well as for my dissertation. Experienced with Gameplay mechanics and PCG environments (City Gen).

- **Unreal Engine** -
  Recently been learning Unreal Engine, 2+ Months of experience so far, creating a multiplayer game which I have plans to turn into a dungeon crawler. Currently implemented lockable doors, moving platforms, dealing damage and buttons.

- **Communication & Teamwork** –
  As VP of UoL GDS, doing weekly meetings and talks on a variety of subjects such as "Game Jams", "PCG", "Basics to Unity" and "Taking credit for your work", as well as being invited to give talks to first year students "about getting the most out of University" which required clear verbal communication and image props.
  Previous work at J Huggins and Sons was mostly communicating with clients and colleges through emails and phone calls, requesting purchase invoices to input into their system.

Worked in multiple teams over the last 3+ years, from working in groups for University Course work, teams for Game Jams doing game design & programming, as well as with working with other committee members to run the society.

Volunteering

UoL Game Dev Society (GDS): June 2019 – June 2020

Vice President

Over the year in this role, I managed the community Discord server, planning and organising events and talks, interacting with lectures about upcoming events, organising, promoting and running Game Jams with other Committee Members and Societies. As well as this, I went to University organised "Town Hall" events to talk to other year groups about the society, Game Dev, and Making the most out of University.

Work Experience

J Huggins and Sons: May 2018 – September 2018

Accounts Administrative Assistant

Collaborating with various people in the accounting office, I worked with the Purchase Ledger with inputting data into system and exporting data to compile a list of payments we needed to make. As well as this I worked around their company hub creating jobs, sorting issues with customers and jobs and other general tasks.

IT Consultant: January 2017

Confidently presenting a proposal to improve the digital infrastructure of my local church, St Mary's Church Peterborough, of which multiple suggestions were considered and implemented.

Interests and Hobby's

Rock Climbing

Joined the Universities Rock Climbing society and every week I work as a team to either belay people up the wall or working with a belayer when I'm climbing, listening to their instructions to keep safe.

Photography

Been taking photos for the past 4 years, started with my photography GCSE and really took off as a passion after I completed my GCSE's. Taking good photos requires composing the image with a focal point, and lead the viewer through the photo, which can be used in a similar way to lead a player through the level.

References and supporting documents can be provided upon request