Nathaniel Waterworth

Computer Scientist and Games Programmer

Contact

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Portfolio
https://programmerwaterworth
.github.io/

Skills

C#, C++, Python, Unity, Unreal
Engine, Git, Microsoft Office

Achievements

Profile

Experienced in aspects of leadership, teamwork, and communication. Demonstrates an ability to work with others coherently to deliver complex programmes with a confident approach to planning and management. Possesses creativity and innovation and a genuine drive to improve technical capabilities. An attentive person who strives for the optimum in all project work undertaken.

Seeking an opportunity addressing AI in games programming or to broaden programming experience. Additionally, keen to carry on working within the games industry.

Education

Huddersfield University (2017 - Present)
Computer Science with Games Programming

YEAR 1		YEAR 2 (Programmer of the Year)	
Computational Mathematics	A(99)	Algorithm and Data Processes	A(92)
Software and Design Development	A(85)	Studio 2	A(91)
Digital Media Project	A(83)	Computational Mathematics	A(89)
Studio 1	A(82)	Game Engine and Architecture	A(79)
Hardware and Networks	A(80)	Team Project	A(74)

YEAR 3		YEAR 4	
Enterprise Placement Year	P(100)	Artificial Intelligence	A(91)
		Computer Games Development	- (-)
		Individual Project	- (-)
		Team Project	- (-)

Greenhead College (2014-2016)

AS - Levels		A - Levels	
Biology	B	Chemistry	A
Chemistry	B	Mathematics	A
Mathematics	B	Physics	B
Physics	B		

Castle Hall Academy (2009-2014)

11 GCSE's	(A*-B)

Personal Achievements

Duke Of Edinburgh Gold - Offered opportunities to showcase my leadership qualities. Volunteering to help the less able over the period of 12 month contributed to my patient and persistent manner when taking on tasks.

Cycle England's Width Fundraiser - Alongside two others, I cycled 142 mile stretch from Blackpool to Scarborough which amplified my perseverance when tackling challenges.

Work Experience

Indie-Shark Games (2019-2020) (Full Time)

Project Leader / Programmer
Leadership - Planned projects, delegated tasks and set a standard for my team to follow.

N & J Fabrications Ltd (2016-2019) (Full/Part Time)

Labourer
Communication - Enhanced communication skills while coordinating in large teams to build tanks/vessels.

Contractor
Consistency - Contractor work on sites required I manage time coherently to meet company deadlines and work to the companies standard.

Hobbies and Interests

Game Creation Challenges - A fun way to actively code whilst producing an opportunity to explore game development.

Player Computer Games - Allows me to relax, have fun and appreciate the creations other people have made in the games industry. It also offers the opportunity to discover interesting mechanics and enhance my understanding of "game feel" for implemenation in my own projects.

References

Enterprise Team
Huddersfield
S.Agar-Brennan@Hud.ac.uk
Sarah Agar-Brennan

Huddersfield University
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Minsi Chen