

# Oscar Gilley

Email: [oscargilley99@gmail.com](mailto:oscargilley99@gmail.com) | Portfolio: [OscarGilley.github.io](https://OscarGilley.github.io)

C++

C#

Typescript

Unity

Game Development

Leadership

## Education

### 2017-2021

#### MComp Computer Science with Game Engineering at Newcastle University

- Achieved a First-Class Honours, graduating in July 2021.
- In my 4th year of university I've had experience working with OpenGL rendering for graphics and Newtonian physics calculations. My Game Technologies coursework had me using advanced knowledge of physics to create the engine for a 3D platformer inspired by 'Fall Guys'. This included implementing the A\* algorithm for pathfinding, doing collision detection/resolution for capsules, spheres, AABBs and OBBs and implementing advanced AI with state machines and behaviour trees. Gameplay and physics systems like these are where my main strengths lie.
- Additionally, I worked as a team of 8 students to make an expansion to this coursework. I was responsible for creating levels using a Unity editor made by a teammate and creating numerous features such as a basic AI controlled enemy character and a powerup system for our player character.

### 2013-2017

#### A-Levels and GCSES at Framwellgate School Durham (Sixth Form Center)

##### A-Levels

- Maths – **A\***
- Further Maths – **C**
- Physics - **C**

##### GCSEs

- 11 GCSE Qualifications (A\* - B Grades)

## Employment

### Nov 2021 - Current

#### tombola – Graduate Game Developer

- Currently working on both live and unreleased bingo and arcade games on tombola's international territories (Denmark, Italy, Netherlands, Spain, Sweden).
- Uses Typescript and PIXI.js as primary languages. Also uses Teamcity and JIRA.
- Involved with fixing bugs found on live games and porting the UK team's newer games to international.
- Worked with senior developers on asset loading changes for games using locally stored assets and system changes for the desktop website.
- Worked alongside the QA team to fix bugs found on the live service games.

July 2017 – September 2017

## Northumbrian Water - Administration

- Worked with CMOS and CC&B to correct property records during system migration.
- Used Excel spreadsheets and system records to manage data for Northumbria, Newcastle and Hartlepool areas.

## Programming Languages

- C++ - 2 Years
- C# - 2 Years
- Java - 2 Years
- Typescript - 1 Year
- PIXI - 1 Year
- HTML/CSS - 3 Years

## Skills

- Teamwork
- Website Development
- Leadership
- Unity
- Communication
- Problem solving & Logical thinking
- Programming
- Adaptability

## Outside Of Work

- I was a committee member for Newcastle University's Gaming Society throughout 2018-2020, managing Overwatch esports teams for competition in university leagues like NUEL (National University Esports League) and NSE (National Student Esports). This role also included helping run society events, such as weekly society meets and a charity event for Gameblast 2019. I also ran a Fresher's Fair stall for the gaming society during both academic years I was on the committee, promoting the society to new students.
- I also worked to create a website for the society with another committee member in 2018 using HTML, CSS and Javascript.
- Participated in NUEL, NSE and Belong Arena Clash esports tournaments, both as a player and a captain. Notably achieved 2nd place in Belong Arena Clash Overwatch Championship League and NUEL tournaments in Summer 2018. These experiences gave me important teamworking & collaboration skills. As a captain I had to have quick thinking and management skills, while also being able to keep team morale up in tough situations.
- Currently interested in playing in official Pokemon Video Game Championship tournaments. Recently I participated in 2022 Liverpool Regional Championships and achieving 68th out of 185 participants in the Masters division.

## References

Available upon request.