

Oscar Gilley

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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 Git version control and JIRA.
- Recently released a port of a bingo game for the Italy territory while working alongside a junior and a senior developer. This led to tombola Italy's market share increasing by 3%, and has set record numbers for revenue and players on the website.
- Worked alongside the QA team to fix bugs found on the previously mentioned bingo release and other live service games.
- Independently worked on the ticketfetcher for this game, as well as other larger country-specific features.

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 - 1.5 Year
- PIXI - 1.5 Year
- HTML/CSS - 3 Years

Skills

- Teamwork
- Leadership
- Git version control
- JIRA workflows
- Website development
- Communication
- Problem solving & Logical thinking
- Programming
- Unreal Engine
- Adaptability

Outside Of Work

- I participated in the 10:10 Games Women In Games Jam and made a 2.5D platformer game in Unreal Engine 5. The game was about racing through levels to impress a rival character, eventually leading to a queer romance. I was the project's leader, so I managed our team's version control on Git and delegated tasks for the team. I also primarily helped create game's levels and cutscenes, while doing smaller contributions to the character controller.
- 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 team working & 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 mid-match.
- Currently interested in playing in official Pokémon Video Game Championship tournaments. Recently I participated in the 2022 Liverpool Regional Championships and achieved 68th out of 185 participants in the Masters division.

References

Available upon request.