

# CALLUM ROSE

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## **Personal Profile**

Graduated from Abertay University with a BSc in Computer Games Technology in November 2019. I've always wanted to work in games because creating things keeps me engaged and enthused and entertaining brings me joy; games are a fantastic mesh of the two. The highlight of University to me was the Professional Project modules in third year; working with a multi-disciplined team creating a game for Beano Studios and refining it based on our communication with them.

## **Skills**

- |         |        |                     |
|---------|--------|---------------------|
| - C++   | - HTML | - Communicating     |
| - C#    | - CSS  | within a team       |
| - Unity | - HLSL | - Organising a team |
| - Git   |        |                     |

## **Education**

### **2014 – 2019: BSc Computer Games Technology, Abertay University**

Favourite modules from university include:

- Professional Project: [Planning and Prototyping](#) & [Development and Delivery](#)
- [Network Systems for Game Development](#)
- [Procedural Methods](#)

### **2012 – 2014: Highers/Advanced Higher, Denny High School**

Computing(Advanced Higher) (A), Physics (A), Maths (A), English (B), Chemistry (B)

### **2010 – 2012: Standard Grades, Denny High School**

German(1), Music(1), Modern Studies(1)

## **Hobbies and interests:**

I really enjoy team-based games where everyone brings something different to the team dynamic. As often as I can I go to punk rock shows because I love the energy of a bunch of people just having fun making the thing they want to make.

In third year I was assigned to a team for the professional project module and most of us stuck together to work on side projects throughout fourth year, including participating in the UKIE Student Jam and Global Game Jam as well as applying to Dare Academy.

**References available on request**