Paul Erwich

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Portfolio Website - https://paulerwich.github.io/

Personal Profile

I am an enthusiastic and motivated individual who has an interest in low level programming. As a second-year student I'm looking to complete my placement year with your company so I can gain some industry experience before finishing my degree.

Employment History

RGIS Inventory Specialists

June 2021 – October 2021

I completed stock takes at various stores. This was within varying sized teams, either small teams of ~5 or larger teams of up to ~30. This allowed me to build up both my teamwork and communication skills.

College work placement

October 2019 – March 2020

I worked 1 day a week at SENSEI Networks along with 1 block week. This placement stopped due to the first Coronavirus lockdown. Whilst working there I was also working within a team.

- Learning HTML, CSS, JavaScript

Student ambassador at UWE

September 2022 – present

Working as a student ambassador allows me to work in a team on a regular basis. Helping me to further improve my teamwork and communication skills.

PAL Leader at UWE

September 2022 – present

As a PAL Leader I provide first year Games Tech students with assistance. This is mostly in relation to their course work.

Education

University of the West of England

2021 - Present

Second year Games Technology student

The modules I completed in my first year are as follows:

- Games in C++
  In this module I created a few games using the 2d framework SFML. The main project I made was a platformer which is showcased on my portfolio website.

- Games Tech 101
  In this module I used Python to implement AI, storing systems and various sorting algorithms. I also created a game within a 3-person group. I took leadership of the project and ensured it was completed on time.
- Games development evolution
  In this module I learnt the theory behind designing a game. Within a group of 4 we designed a mobile game called The Train, a real time tower defence game. I also took leadership of this project to ensure completion.
- Principles of 3D environments
  In this module I used Autodesk Maya to create a steampunk airship, afterwards I imported it into Unity in order to setup a vertical slice where the same model was used in a rescue mission.

Fareham College

2019 – 2021

Level 3 extended diploma in computing and game development

Grade – D*D*D*

On this course I completed 18 modules, below I have listed any that have relevance

- Unit 22 – Developing computer games
- Unit 36 – Computer game platforms
- Unit 40 – Computer game design
- Unit 68 – 3D Environments
- Unit 15/16 – Procedural/Object oriented programming
- Unit 17 – Project planning
- Unit 2 – Computer systems

Springfield Secondary School – Portsmouth

2014 – 2019

9 GCSEs Grade 5-8

Further Maths – A

ECDL – Distinction*

Skills and Achievements

- C++
- C#
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