

Paul Erwich CV

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

Personal Profile

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

Skills

- Programming – C++, C#, Python
- Problem solving
- Unity
- Unreal 4/5
- JetBrains software
- Office suite
- Teamwork
- Leadership
- Time management
- Communication
- Positive attitude
- Debugging and testing

Education

University of the West of England | 2021 - Present

2021 - Present

Current modules:

More Games in C++ (Modern C++ & SFML)

Game Engine Architecture (Unreal 5 & Unity)

Play and Games (Essay writing)

Game Level Design (Unreal 5 & Blueprints)

Completed Modules:

I achieved an average of over 70% during my first year

Games in C++ (Retro games, C++ & SFML)

Game development Evolution (Mobile game design & Game design Theory)

Games Tech 101 (AI & Game creation in Python)

Principles of 3D Environments (Maya & Unity)

In my first year I completed 2 group projects (Games Tech 101 & Game development evolution). In both these modules I took leadership to ensure constant progress was being made, and that they were also completed on time.

Fareham College | 2019 - 2021

Level 3 extended diploma in computing and game development at grade D*D*D*.

Completed 18 modules including developing computer games, computer game platforms/design, Procedural/Object oriented programming, computer systems and project planning.

Springfield Secondary School – Portsmouth

9 GCSEs Grade 5-8, Further Maths – A, ECDL – Distinction*

Employment History

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

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.

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. It's my job to mentor the students and point them in the right direction, whilst helping to reinforce their knowledge and help them become self-sufficient in their studies.

Student representative | September 2021 – present

I was a student rep in my first year and have continued the role for my second year. The role involves communicating with my peers and providing their feedback to the course leader.

Hobbies & Interests

- Warhammer – I enjoy both 40k and Age of Sigmar. This includes Models and Video games. It's a franchise I love. My favourite games from the franchise are Dawn of War Soulstorm, Space Marine and Chaos Gate Daemonhunters.
- History & Mythology – I love learning about the past, whether it's Wars, culture, ancient or recent. I have a soft spot for mythology. I love fantasy/unrealistic scenarios, so the idea of ancient gods/powerful weapons intrigues me greatly.
- Gaming – I play a variety of games, but my favourites are League of Legends, Hearts of Iron IV and Minecraft. Although they cover a variety of genres, I greatly enjoy Strategy games, needing to adapt as the game progresses keeps me engaged and wanting to continue playing.
- Technology – I enjoy building computers, although I don't do so often. And learning about advancements in technology, whether it be robotics, AR or common hardware like CPU/GPUs, I find enjoyment in knowing my subject is constantly evolving.

References

Lloyd Savickas

Programme Leader

Lloyd.savickas@uwe.ac.uk