Paul Erwich CV

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

Profile

An enthusiastic and motivated individual who has aims to specialise in low level programming.

Skills

- Programming – C++, C# (Unity), Python
- Problem solving
- Debugging and testing
- Unity
- Unreal 4/5
- Visual Studio

- JetBrains software
- Office suite
- Teamwork
- Leadership
- Time management
- Communication
- Positive attitude

Education

Games Technology (BSc) at the University of the West of England | 2021 - Present

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

Game Level Design (Unreal 5 & Blueprints)

Play and Games (Research and Tabletop design)

Engine Programming (DirectXTK)

Game Engine Architecture (Unreal 5 & Unity)

Game Dev Evo (Mobile game design & industry practice)

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

Principles of 3D (Maya and Unity)

Games Tech 101 (AI & Game creation in Python)

Project lead in two group projects (Games Tech 101 & Game development evolution). In both, the initiative was taken to assign me as the lead which ensured 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*.

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

- **PAL Leader at UWE | September 2022 – present**

  PAL Leaders 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 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.

- **Student representative | September 2021 – present**

  Being in the role since starting Uni, Student representative allows me to communicate with my peers and provide feedback to my course leader, enacting change and making a difference for fellow students.

- **RGIS Inventory Specialists | June 2021 – October 2021**

  The job involved completing 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**

  One 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

Hobbies & Interests

- **Lego**: Having enjoyed both physical and digital Lego media has helped improve my creativity and push me towards the artistic field of game development. My favourite franchises from Lego are Star Wars, Ninjago and Nexo Knights.
- **Tabletop Games**: 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