Adam Shrimpton

Programmer

Experience

November 2024 - Present

Student Demonstrator - University of Staffordshire

Helping students in Level 4 programming modules to progress by assisting with queries about problems they have encountered in their work and explaining what has occurred and how they can fix the problem.

June – July 2024

Lead Programmer - University of Staffordshire 1UP Scheme

Technical lead for the TIGA award winning game 'Mech Head', In this role I was responsible for managing a GitHub of ~30 contributors over the course of 6 weeks and leading the programming team. My main contributions to the project included programming the core mechanics and game loop.

2018

Work Experience – East Suffolk Council

In this placement I worked primarily with the IT department. Primarily I worked helpdesk support for IT fixing laptops and connecting new devices to the network, server maintenance

Projects

The Other Side - Snappy Gurus Game Jam 2024

Chaotic ship management game created in 10 days as part of the snappy guru's summer jam, for this project I was the Lead Programmer, and my main contributions were the puzzle and interaction systems.

Game Deve Society Group Project 2024 (Ongoing)

A time swap mechanic game in the process of development created by members of the Game Development Society at University of Staffordshire, this project has over 25 members and I manage the GitHub, whilst assisting as the principal programmer.

Achievements

- Games Design & Programming Course Rep 3 Years
- Game Department Representative
- Scouting 11 Years
- Game Development Society Sub Committee Member

Education

2022-2025

BSc Games Design & Programming

University of Staffordshire Predicted First with Honours

2022

Lowestoft Sixth Form College ICT & Games Production

Skills

- Leadership & Team Management
- C++ & C#
- HTML & CSS
- Unreal Engine & Unity
- Blender
- · GitHub Management

Contact

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