

# Adam Shrimpton

## Programmer

---

## Experience

---

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.

2022 – Present

### **Chef – Coach House**

Working alongside a team to deliver quality food and service in a fast-paced environment. I worked a range of stations from Fryers and Grills to Serving on the pass and food stock.

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.

---

## Achievements

---

- Games Design & Programming Course Rep - 3 Years
- Game Department Rep - 1 Year
- Scouting – 11 Years

## Education

---

Final Year

### **BSc Games Design & Programming**

University of Staffordshire

Predicted First with Honours

2022

### **Lowestoft Sixth Form College**

ICT & Games Production

## Skills

---

- Leadership
- C++
- C#
- HTML & CSS
- Unreal Engine 4/5
- Unity
- Blender
- GitHub

## Contact

---

07495522299

adamshrimpton04@outlook.com

[linkedin.com/in/adam-shrimpton/](https://www.linkedin.com/in/adam-shrimpton/)

Website: [rapidshrimp.github.io](https://rapidshrimp.github.io)