

PETER DENG

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UNIVERSITY OF SOUTHAMPTON, BSc, COMPUTER SCIENCE

Personal Profile

Computer Science Graduate with expertise in technology and game design and development, looking for graduate or training schemes to gain hands-on experience in the games industry. Creative problem-solver that has a passion for working in a team and building novel products for customers.

Skills

Programming languages

- **Java** – 4+ years' experience in coding with Java. Used in Computer Vision with OpenIMAJ to manipulate images and to classify them using Machine Learning, model a recommender system for predicting products for new customers, run a simple http server that can send and receive packets alongside application development; Paint tool, Enigma Encoder, Data analysis tool, interactive fiction.
- **C#** - Experience in game development with Unity to develop prototypes (See *portfolio*)
- **Experienced and knowledgeable on RPG Maker/Ruby, RenPy/Python, Inkle, and games for education**

Multi-disciplinary skills and time management

- **Lead and collaborated with a team to deliver a working product for an end-user** – Worked in a team to design, model, and develop a final product for an end-user. Meetings were planned weekly to keep focus for the team and gain constant feedback from the user between development cycles. Agile methods were used to keep progress consistent and to ensure deadlines were met. Documentation was carried out to present to stakeholders.
- **Skilled in planning presentations and presenting to end-users with a team** - Presented with a team in-front of stakeholders displaying the final product and development process.
- **Highly Competitive and disciplined** - Competed in many competitions in Volleyball and Online Gaming (*LoL, CSGO, SSB, Dota 2*) with scheduled practice and training every week and frequent matches occurring throughout the University semester.
- **Organisational and management skills** – Managed teams competing in online games, sorting issues between rosters and solving issues from players and tournament administrators.
- **Experience in media and branding** - Designed posters for advertising the Gaming Society and assisted in organising LAN events such as League Realms. Worked with orgs such as ASUS, NUEL and AB InBev related to Esports.
- **Confident and efficient at using Microsoft Office (Word, Excel, PowerPoint, Skype) and Google tools (Docs, Sheets, Drive, Form). Also capable of using Photoshop and Video Editing Software.**

Language Skills

- Fluent in **English** (Mother Tongue) and skilled speaker of **Mandarin Chinese**.

Education

University of Southampton – Good Honours Degree in BSc Computer Science 2017 - 2020

- *Final year Individual Project* – Game engine with Pedagogical Techniques for Secondary Education
- *Core Modules* – Game Design and Development, Cyber Security, Machine learning Technologies, Social Computing Techniques, Computer Vision,

Beths Grammar School, Bexley, London – 5 A-Levels, 2 AS-Levels, 2013 – 2017

2 **A's** – Computing and Mathematics, 2 **B's** – Further Mathematics, Physics, 1 **C** – Electronics, 2 **AS** – Chinese, Chemistry

Beths Grammar School – GCSEs – 2012 – 2015

8 **A – A*** GCSE (Mathematics, Science, Mandarin Chinese, etc.)

Work Experience

- **Work placement in NHS South London CSU IT Support, June 2014** – Assisted in Customer Service, listening to calls, consulting NHS staff with IT issues, logging tickets and redirecting them to appropriate departments, PC maintenance and updating at NHS hospitals and GP's, shadowed network security, stack development for business and database communication.
- **Tutor Assistant in Extra Tuition Centre in Greenwich, London, November 2016 to June 2017** – Assisted a teacher in tutoring students in Mathematics, English and Computer Science with main role in tutoring students preparing for GCSE.
- **Assistant Coach and Committee Representative in Volleyball and Video Game Society in University of Southampton** - Assisted in coaching 2nd men's and dev team in volleyball. Managed student teams competing in Competitive Esports (*League of Legends*, *DOTA2*, *Rocket League*), organised LAN tournaments and events such as *SouthLANder*, *League Realms*.
- **Website Development for Bexley Volleyball Club** – Designed and developed the website for Bexley Volleyball Club. Currently help maintain and update the website as webmaster (URL: <https://bexleyvolleyball.club/>).

Personal Portfolio

- **Draft builder (Web Application)** – Web Application that allows a user to input a team of champions for the game *League of Legends* and receive feedback. Data is stored in a google sheet and communicates with the app via Google API.
- **Digital Doilies (Application)** – A paint tool application was developed that can draw *Doily* patterns on the screen (University Coursework for 1st Year Programming). Written in Java.
- **Ad-Auction dashboard (Application)** – Software tool that reads and analyses data which then is presented on a dashboard for a client-user.
- **Last Light and GreyWatch (Video Game)** – Two game prototypes developed as coursework for University, written using Unity and C#, former being a top-down horror game, latter a visual novel.

Achievements

- **First place in a school-run Family Robot Competition.** The small window of time to design a solution and build terrain-crossing robots was challenging but an invaluable experience.
- **President of the School Council and elected member of Bexley Youth Council**, tackling youth-related issues like mental health and underaged smoking. Working in the council improved my confidence, speaking skills, responsibility, and leadership.
- **Won prizes in Public Speaking and Foreign Language Competitions in Mandarin Chinese** against other schools with excellence in confidence and vocabulary.
- **Professional Video Game Competitor in NUEL and NSE (University Esports Leagues)** competed nationally against the top of the country, finishing 5th in Winter, 11th in Spring and then 1st place Summer Champion. Communication skills and teamwork were core in leading to the team's success.

Hobbies and Interests

- **Video Games and Esports** – Like to play and study video games, narrative and level design. Also competed and have won Esports competitions like the NSE.
- **Personal Game Projects** – Aspiring to be a Game Developer, learning to develop games using many game engines tools and tutorials. Hopefully planning to publish my own line of games.
- Like to research and read about **Ancient Civilisations, Historical Events, and Philosophy**. Interesting books include *The Stranger*, *Prince*, and *Nausea*. Currently interested in ancient Chinese history. Enthusiastic about Mythology and wish to make games inspired by my passions.

References

Available if required