STEVEN ANDERSON

Game Programmer

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I am a hardworking, team-oriented graduate programmer who strives to write maintainable, extensible code. I love learning new things and pushing my skills to produce great results.

Skills

LANGUAGES	SOFTWARE	Engines	PM TOOLS	VCS
• C++ • C# • Python • Java	• Visual Studio • DirectX 11 • Spyder • RenderDoc • SFML • Wwise	• Unreal Engine 4 • Unity • GameMaker	• Excel • Trello • Jira • Bugzilla	• Git

Education

BSc (Hons) Computer Game Application Development (September 2017 – May 2021) (Abertay University)

HND Computer Games Development (August 2015 – May 2017) (Dundee and Angus College)

NQ Interactive Media and Development (September 2014 – June 2015) (Dundee and Angus College)

Experience

Honours Project (Solo)

Annoyin' Mastermind (Lead Programmer)

Lochsite – Professional Project (Lead Programmer)

Various Game Jam Events (Lead Programmer/Mentor)

Employment History

British Heart Foundation (2016 – Present) (Volunteer Warehouse Assistant)

Interests/Activities:

- Video Games
- Technology
- Board Games
- Photography
- Programming
- DIY
- Technology
- Music