

# STEVEN ANDERSON

## Game Programmer

(+44) 745 437 9480 | [stevenanderson994@gmail.com](mailto:stevenanderson994@gmail.com) | [www.steven-anderson.co.uk](http://www.steven-anderson.co.uk)

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
<ul style="list-style-type: none"><li>• C++</li><li>• C#</li><li>• Python</li><li>• Java</li></ul>	<ul style="list-style-type: none"><li>• Visual Studio</li><li>• DirectX 11</li><li>• Spyder</li><li>• RenderDoc</li><li>• SFML</li><li>• Wwise</li></ul>	<ul style="list-style-type: none"><li>• Unreal Engine 4</li><li>• Unity</li><li>• GameMaker</li></ul>	<ul style="list-style-type: none"><li>• Excel</li><li>• Trello</li><li>• Jira</li><li>• Bugzilla</li></ul>	<ul style="list-style-type: none"><li>• Git</li></ul>

## Education

BSc (Hons) Computer Game Application Development (September 2017 – Present) (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)

Dundee and Angus College Game Jam (2015 & 2017) (Lead Programmer)

Dundee and Angus College Game Jam (2018-2020) (Mentor)

## Employment History

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

## Interests/Activities:

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| <ul style="list-style-type: none"><li>• Video Games</li><li>• Fishing</li><li>• Board Games</li></ul> | <ul style="list-style-type: none"><li>• Photography</li><li>• DIY</li><li>• Music</li></ul> |
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