

# Sweeton Fernandes

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## **Personal Profile**

I am a self-motivated, friendly, enthusiastic and a hard working organised candidate. I've graduated in BSc Computer Science Games Programming at Kingston University with 2:1. I also have strong communication and IT skills with the ability to work as part of a team as well as on own initiative. I am highly experienced with working on AI and gameplay functionality with some knowledge of design aspects, also some experience in Software Development.

## **Qualifications**

- ❖ BSc Hons Computer Science (Games Programming) (2:1), Kingston University  
2014 – 2017
- ❖ BTEC Level 3 IT – Software Development Games (DMM), Uxbridge College  
2012 - 2014

## **Technical and Personal Key Skills**

**Software** C++/C#, Unreal Engine, SDL, [Old]CryEngine 3, Java, Maya, OpenGL, StarUML, MySQL, Photoshop, Unity Engine.

- ❖ Highly experienced working with C++, Unreal engine
- ❖ AI development in C++/Blueprints in Unreal
- ❖ Leading a group
- ❖ Working well under pressure and being able to adapt to changes for me and the group
- ❖ Able to work independently or in group
- ❖ Level designing

## **Languages**

English and Konkani

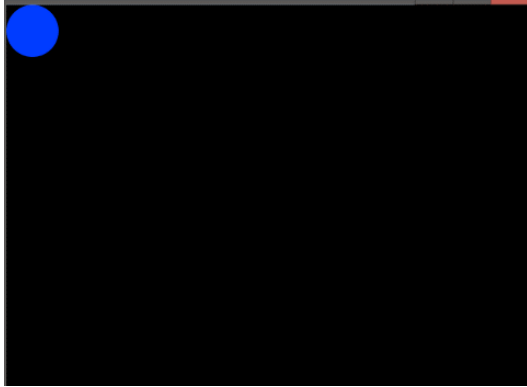
## **Work Experience**

Co-Operatives

May 2010

- Responsible for making sure anything that was taken out from the storage was signed and checked for on paper in order for it to be later added to database.
- Responsible for dealing with a lot of customers on everyday basis and dealing with their requests
- Working in a team and splitting work evenly to better suit the team and their time schedule

## Projects



First game made in SDL using C++ with simple concept that is to click as many circles as possible within 5 sec and score is then displayed at the end.

Role: Solo Programmer

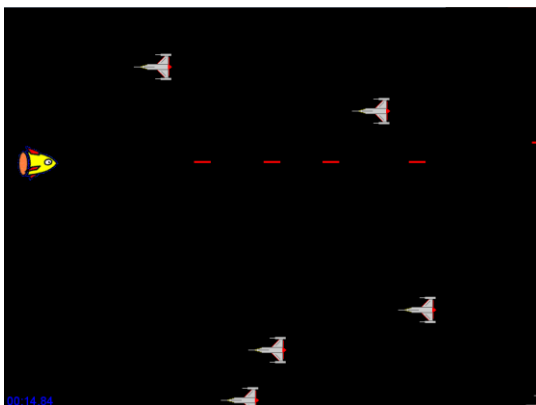
Language: C++



First space shooter made using SDL the shots were done as array and coloured at runtime, this was mainly made to experiment with different sounds for attack and collision.

Role: Solo Programmer

Language: C++



Space shooter made using the GFC plugin for C++ goal of the game is to kill as many enemies as possible without colliding with them when the player does collide the game is over and time spent alive is displayed on screen.

Role: Solo Programmer

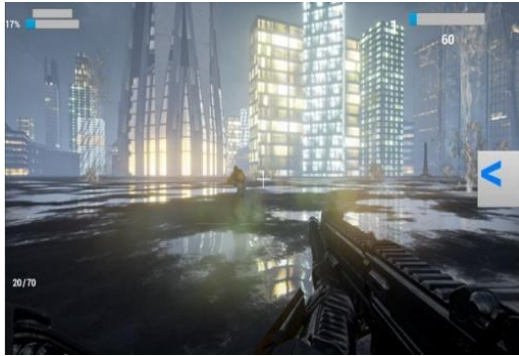
Language: C++



**Sunset Superdrive** is racing game made in Unity using C# it features AI that goes around the track and the player needs to race it and get all the checkpoints, this game displays physics, AI for racing game.

Role: Solo Programmer

Language: C# Unity



**Deadcell** is a survival shooter game where the player needs to score points by getting multiple kills without dying the player gets score multiplier on multiple hits and loses on missed shots.

Role: Solo Programmer

Language: C++/Blueprint Unreal engine 4



**Trials** is a 2.5D platformer which relies on player solving minor puzzles to get through the level fast by using the 2.5D elements of the game. I worked on main character and gameplay elements for the game.

Role: Team Leader, Lead programmer, producer in a group of five

Language: C++/blueprint Unreal engine 4



**Gun Down** is a networking game that has group of up to four players fighting AI that chase players. I worked on networking for this game.

Role: Networking programmer

Language: C# Unity



**Drakons** is a final year project developed alone. This game focuses on RPG elements and tries well to implement and highlight many of the features.

Role: Solo Programmer

Language: C++/Blueprint Unreal engine 4