SAM MURPHY (MSC PENDING)

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I'm an enthusiastic, fast learning, team player with experience developing software and games. I'm currently studying for an MSc in Computer Science for Games Development, to build upon the skills and the experience I've gained from my first-class BSc in the same field. I aim to secure a job in the games industry in the near future.

SKILLS

C++	OpenGL	Python	Prolog
C#	Java	Lua	SVN
DirectX	JavaScript	Unity	Git

ACADEMIC RECORD

MSC COMPUTER SCIENCE WITH GAMES DEVELOPMENT   SEPTEMBER 2016 – JUNE 2017
UNIVERSITY OF HULL | DISTINCTION (PENDING)

Building on the skills learnt in the BSc, this course focuses on; C++, physics simulations, graphics programming, artificial intelligence, and provides experience developing for a variety of platforms include the PlayStation 4. So far, the key modules include *C++ Programming and Design* (71%), *Real-Time Graphics* (69%), and *Games Development Architecture* (75%).

BSC COMPUTER SCIENCE WITH GAMES DEVELOPMENT   SEPTEMBER 2013 – JULY 2016
UNIVERSITY OF HULL | 1ST CLASS

Graduated the **University of Hull** in the summer of 2016 with a **first-class** bachelor's degree in Computer Science with Games Development. This degree provided a solid foundation in programing and games development. The first year focused on the fundamentals of programming starting with **C#**, 91% was achieved in the key modules for this year. The second year moved the focus towards new languages, including **C++** and **JavaScript**, it also introduced network and graphics programming. In the graphics and C++ modules, 82% and 77% was achieved respectively. The final year built upon the previous year's skills and applied them more specifically to game development as well as introducing mobile development. The key modules for this year were, *Games Programming & Advanced Graphics* (87%) and *Commercial Games Development* (80%).

A-LEVELS – YORK COLLEGE   SEPTEMBER 2011 – JULY 2013

Studied at York College where I achieved the following qualifications:

Maths – A   Further Maths – A   Physics – C   Computing – B   Modern History (AS) - B

As part of my computing A-Level I designed and implemented a piece of software to monitor attendance and progress of students in a primary school.

GCSE'S – MILLTHORPE SCHOOL   SEPTEMBER 2006 – JULY 2011

I left Millthorpe secondary school in York with **13 GCSE's at C and above** including Maths, English, Physics, Biology, and Chemistry.

Referees available on request

EMPLOYMENT HISTORY

STUDENT RESEARCHER - UNIVERSITY OF HULL   JULY 2016 – MAY 2017

Student researcher, mainly focused on games and digital asset development but also involved in other research projects as needed. During this research program, I have worked with *VISR and Beta Jester*, two local games companies, to develop a procedural city generator and other assets for Unity.

RESEARCH INTERNSHIP - UNIVERSITY OF HULL   JULY 2015 – SEPTEMBER 2015

Summer Research Internship with the department of computer science and the centre for cancer studies at the University of Hull. As part of the internship I was tasked with the development of a piece of software using C++ and OpenGL to attempt to efficiently render data from PET and CT scanners in 3D.

RETAIL WORKER - DRINGHOUSES NEWSWORLD   2009 – 2014

Shop assistant in a newsagent. My responsibilities included opening the shop at 5am, receiving the food and paper deliveries, managing 12 paper delivery boys and girls and 2 shop assistants.

COMPUTER REPAIR SHOP   2010

A month of work experience at a computer repair shop; where I dealt with customers, analysed and repaired hardware and software problems.

PAPER DELIVERY BOY - PAPER SHOP   2006 – 2012

Morning paper Boy, delivering papers to 100-150 houses before 7:30am.

HOBBIES AND INTERESTS

I am fortunate that computer science is not just a career for me, but also my passion. I have completed several projects outside of University, both on my own and as part of a team; more information on these as well as my blog is available on my website: sammurphy.me

I have competed in several game jams, most recently the 24-hour game jam, Three Thing Game, at the University of Hull, in which my team finished in third place.

Having been interested in computers since a young age I have built several machines for myself and for others, this has given me a keen understanding of computer hardware.

I host and run several of my own servers, running a variety of flavours of Linux, Windows and FreeBSD. I have also used several pieces of virtualisation software including ESXi and Proxmox.

I play games regularly with a large group of people, meeting originally through Project Reality, the BF2 mod, before expanding to other games like ARMA, Counter-Strike, and Overwatch. In addition to playing online we occasionally go to events together, like the Insomnia LAN party.

I also thoroughly enjoy playing board games, I own a large collection of them and frequent the local board game café.

Referees available on request