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Sam Murphy (MSc Pending)

I'm an enthusiastic, fast learning, team player with experience developing software and games. I'm looking to improve my skills as a developer and aim to advance quickly through the organisation.

SKILLS

- C# - 4 years experience.
- C++ - 3 year experience.
- OpenGL – 3 year experience.
- Python – 4 years experience.
- Java – 2 year experience.
- Prolog – 2 year experience.
- JavaScript – 4 years experience.
- Visual Basic – 7 years experience.
- Unity3D – 3 year experience
- Source Control (SVN and Git)

ACADEMIC RECORD

University

September 2013 – July 2016

I graduated the University of Hull in the summer of 2016 with a **first class** bachelor's degree in computer science with games development.

Certificate (1st) Year – 79%		Diploma (2nd) Year – 80%	
Programming 1	*91%*	**System Analysis, Design and Process**	79%
Software Engineering	*79%*	**2D Graphics and User Interface Design**	80%
Professional Skills	*84%*	**Advanced Programming (C++)**	77%
Programming 2	*91%*	**Networking and Games Architecture**	83%
Computer Systems	*63%*	**Artificial Intelligence**	76%
Game Development Studies	*67%*	**Simulation and 3D Graphics**	82%

A-Levels

September 2011 – July 2013

Studied at York College where I achieved the following qualifications:

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

As part of my computing A-Level I designed and implemented a commercial piece of software.

GCSE's

September 2006 – July 2011

I left Millthorpe secondary school in York with *14 GCSE's at C and above* including Maths, English, Physics, Biology, and Chemistry.

Employment History

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 developed a piece of software using C++ and OpenGL to efficiently render data from a PET and CT scanners in 3D.

2009 – Present: Weekend manager in a newsagent. My responsibilities included opening the shop at 5am, receiving the food and paper deliveries, managing 24 paper delivery boys and girls and 2 shop assistants.

2010 – A month of work experience at a computer repair shop; where I dealt with customers, analysed and repaired hardware and software problems.

2006 – 2012: Morning Paper Boy.

HOBBIES AND INTERESTS

I am fortunate that computer science is not just a career for me, but also my passion. I have completed several of my own projects; more information on these as well as my blog is available at www.sammurphy.me

I recently competed in a 24 hour game jam at the University of Hull against 50 other teams, in which my team and I designed and created a game that made it to the finals of the competition.

I have worked on several game development projects in my free time, both alone and with a team.

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 a wide variety of virtualisation software including ESXi and Proxmox.

Referees available on request