

Samuel Coleman

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Portfolios: <https://samuel-coleman-hub.github.io/> <https://samcoleman.itch.io/>
<https://github.com/Samuel-Coleman-hub?tab=repositories/>

Undergraduate Computer Science student, with enthusiasm for programming and a love of games as well as a passion for their development.

Education

2019-2023 Computer Science (Game Engineering) BSc Honours Newcastle University

Obtained a First (80%) in the first year of my studies.

Relevant Modules:

Software Engineering Team Project, Algorithm Design and Architecture, Security and Programming Paradigms, Programming (Java & Python), Fundamentals of Computing (Math's based module)

- Here I've developed my programming skills and understanding of programming fundamentals on a deeper level, for example, by analyzing the performance of different types of collections.
- In team projects I have demonstrated teamwork and communication, whether this is through organizing meetings, distributing workloads, or collaborating with teammates to solve a problem.
- Security programming enabled me to explore and develop my skills, ensuring that the programs I write have appropriate validation and an awareness of potential threats.
- Fundamentals of Computing has expanded my understanding of math's in computing, exploring topics such as Vectors & Matrices to functions.

2017-2019 Richard Huish College, Taunton Somerset

I studied a BTEC IT Extended Diploma and achieved a D*D*D* grade here.

2012-2017 Court fields School

- 9 GCSE's: A-C (With 7/A in Maths)

Independent Learning

I have a real enthusiasm for learning and since college, I have used my free time to learn new skills, specifically within computing. One area I have always been eager to explore is game development, I started in college by creating some simple mods for Skyrim using the Creation Kit to now learning widely used game engines to create my own games.

Unity

- Learning the Unity game engine has become a huge passion of mine, I have used it to create a variety of 2D and 3D games, some of which I have been releasing on itch io, they can be seen here <https://samcoleman.itch.io/>.
- I've developed and honed my C# skills through these projects, which is a programming language I have been writing in since college.
- Through this, I have built up my game development skills not only in programming but also in other areas, such as learning how to create scenes using models, lighting, post-processing and User Interfaces.

Unreal Engine

- I've also begun exploring Unreal Engine along with C++, this time focusing more on using the game engine to produce 3D games.

Blender

- I've used Blender since college to create various 3D models and scenes, recently I have been using it alongside Unity to create my own 3D games.

Work Experience

Baker Hughes Industrial Placement (Digital Technology Intern | June 2021 – June 2022)

- Worked in an agile development cycle using Jira & Rally to be allocated tasks throughout the sprint.
- Created a Vue JS dashboard with a software team, using GitHub for version control.
- Creating automated tests for the Vue dashboard using Selenium WebDriver.
- Used AWS to deploy infrastructure for a large software project and creating code deployment pipelines.
- Managed a new software project within the company, managing a small team of developers, creating project plans and presenting to the company.

Odette's Tearoom (Summer 2019)

- Performed a variety of different roles from in the kitchen to serving customers, depending on what was needed at the time.
- Communication and Teamwork were critical in this role as the tearoom could get quite busy, meaning that it was essential that we communicated well so that we were all aware of different orders that needed completing and were aware of who was working on what.

Additional Skills

- I am experienced in programming in Java, C#, Python, JavaScript, CSS, HTML, Visual Studio.
- Used Android Studio to create mobile apps, written in Java
- Proficient in using Vue JS to create web pages

Achievements

- The best in subject award for IT in secondary school.
- Was highly commended for my subject award in College.