SAMUEL **APPLEBY**

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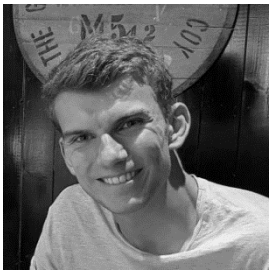

JOB EXPERIENCE

27/06/19 – 07/09/19

CUSTOMER ASSISTANT, VUE CINEMAS, YORK

Skills: Teamwork and leadership

29/06/18 – 10/09/18

FRONT OF HOUSE, YE OLDE STARRE INNE, YORK

Skills: Inter-personal, time management and organisational

13/06/16 – 24/08/16

WAREHOUSE ASSISTANT, HARVEST MOON, YORK

Skills: Adaptability and task prioritisation

EDUCATION

2020-2021

NEWCASTLE UNIVERSITY

COMPUTER GAME ENGINEERING MSC (1 YR) – ONGOING (ON COURSE FOR A 1:1)

- Advanced Programming for Games (90%), Advanced Graphics for Games (96%), Advanced Game Technologies (98%), Game Technology Innovations (TBD), Engineering Game Solutions within a Team (80%) and Project and Dissertation in Computer Game Engineering (TBD)

This postgraduate year has allowed me to focus on an area of Computer Science that I have a passion for. For the graphics module, we created a scene in the cyberpunk style using C++ and OpenGL, including the shader language GLSL. As an enthusiastic fan of this genre, making a scene that looked impressive was important to me.

Actively enjoying what was displayed on screen I found extremely rewarding, and when I finished polishing the visuals, I was proud of the result. Another example is our in-house-built physics engine, which we built from scratch. I added in many extra features, not only to improve the fidelity of the engine, but to make the user experience the best possible.

2017-2020

NEWCASTLE UNIVERSITY

COMPUTER SCIENCE BSC (3 YRS) – FIRST CLASS DEGREE (1:1)

- **Year 1 (76%):** Programming I (80%), Mathematics for Computer Science (91%), Programming II (53%), Website Design and Construction (72%), The Software Engineering Professional (72%) and Computer Architecture (88%)
- **Year 2 (79%):** Algorithm Design and Analysis (75%), Operating Systems (76%), Database Technology (88%), Computer Networks (86%), Software Engineering (82%) and Software Engineering Team Project (64%)
- **Year 3 (80%):** Programming for Games (70%), Graphics for Games (64%), Understanding Concurrency (72%), Biologically Inspired Computing (61%), Gaming Simulations (93%), Computer Games Development (96%), Project and Dissertation in Computer Science (89%) and Career Development (71%)

Having no programming experience prior to university, I had some catching up to do regarding my technical capabilities. However, my goal was to match the level of the other students to be in a comfortable position for the rest of the year. This involved learning the basics of other programming languages (Python) and researching areas of programming that I was behind on. I achieved this and attained an average of 80% in the first programming module.

Second year had more focus on teamwork. I worked with a group of seven other students and developed an app for a real-life software firm. This gave me a view of how software projects are handled and was useful in helping us coordinate as a group and identify where we needed to focus our efforts.

In the third year, I was introduced to modules relating to the games industry. These were my most enjoyed area of my degree. Unlike other modules, I was spending my free time putting extra work into improving my coursework. This included designing the artwork, adding sound and music, and lots of polishing. I was so influenced by this that I changed my degree from the 4 year MComp to a 3 year BSc with a postgraduate degree specializing in Games Engineering.

2012-2017

ST. PETER'S SCHOOL, YORK

A LEVELS – ABB (ECONOMICS: A, PHYSICS: B, MATHEMATICS: B)

GCSEs – 4 x A*, 6 x A (inc. 7 International GCSEs)

TECHNICAL SKILLS

- **Programming/Query/Shader Languages:** C++, C#, C, Python, Java, Assembly, JavaScript, VDMSL, HTML, CSS, MySQL, GLSL
- **Software Tools:** Visual Studio 2019, Visual Studio Code, Eclipse, Android Studio, Overture VDM Toolset, Nvidia Nsight, GDevelop, Unity, GitHub, Workcraft, MySQL Workbench, Microsoft Excel
- **Operating Systems:** Windows 7/8/10, Minix 3.2.1, Linux

ABOUT ME

School

- Classical Guitar – Grade 6
- Duke of Edinburgh – Bronze & Silver
- Combined Cadet Force – Cadet Trainer
- Charity work – Morocco

Gaining my Bronze and Silver Duke of Edinburgh awards was a big moment for me. These involved performing tasks in three main areas: physical, skills and volunteering, in addition to completing several day-long expeditions.

Another highlight was travelling to Morocco on a charity trip. There, we went hiking for several days through the Atlas Mountains and helped the local families living there: including tending their crops, painting, and cooking.

University

- Societies – Charity Work
- University Rowing Team – Newcastle University Boat Club
- Computing Outreach Team – Workshops and Events

Working with the university Outreach Team was an invaluable experience. We set up workshops, helping schoolchildren develop their computing skills, from programming robots using programs like Scratch, to simulating networks across the internet. We designed our own workshop and held a leadership event, focussing on the importance of cyber security.

In my final year I have been a member of the university rowing team, one of the best rowing clubs in the UK. Being part of such an intense and competitive sport where we often do 16 sessions a week has taught me how to manage my time to fit in my studies around sessions. It has been an amazing experience and is extremely rewarding.

REFEREES

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