

PROFESSIONAL EXPERIENCE

- **CRG Homecare - Hammersmith Branch** London, Hammersmith & Fulham
Arbitration Officer 8/2017 – 3/2019
 - **Data Entry:** Responsible for daily checks on payments from the local council, using the Provider Manager application to make amendments to payments when necessary.
 - **EziTracker Monitoring:** Compared social worker's logins with the local authorities contracts, using Care Monitoring 2000 portal.
 - **Customer Service:** Assisted in resolving issues related to phones, login procedures, and client-related concerns.

EDUCATION

- **Queen Mary University - Engineering and Computer Science** London, Mile End
Master of Science Degree in Computer Games: Merit 09/2022 - 08/2023
- **University of Kent - School of Computing** Canterbury, Kent
Bachelor of Science in Computer Science: First Class Honours 09/2019 - 07/2022
- **Hammersmith & Fulham College - Computing and IT** London, Hammersmith
Access to Higher Education Diploma in Computer Science: Distinction 09/2018 - 02/2019

PORTFOLIO

- **Portfolio Website (HTML, CSS, JavaScript, React)** [Website Link](#)
Web Developer, Front-end, Back-end
- **Spell Caster RPG (Unreal Engine 5, C++, Blueprints)** [GitHub Link](#)
Gameplay Programmer, AI, Blueprints, UI Design, Gameplay Design
 - **Multiplayer and GAS System:** Uses the Gameplay Ability System that Unreal Engine provides to create a MOBA game with server / client communication
- **Pixel Game (Unity, C#)** [GitHub Link](#) [Game Link](#)
Gameplay Programmer, UI Design
 - **Controllers:** Implemented various controllers, including Movement, Audio, Interaction, UI, Scene, Combat, Dialogue which all communication with one another with references to bring functionality to the game.
- **Advanced Game Development Module (C++, SFML)** [GitHub Link](#)
Pair Gameplay Programmer
 - **Command Pattern:** Implemented the Command Pattern that allows the player the switch from 3 different control types. These include WASD, Arrow Keys and Mouse Cursor.
 - **Flyweight Pattern:** Implemented the Flyweight Pattern which optimised the memory usage and performance of the game
 - **Observer Pattern:** Recorded Player Achievements through event based observations
- **TableTop Games Chinese Checkers (Java)** [GitHub Link](#)
Gameplay Programmer, AI Programmer, UI Design
 - **Game Environment for AI Testing:** Implemented Chinese Checkers within the TableTop Games framework that allows users to run various tests using AI agents for AI Research.
 - **AI Heuristic:** Created a heuristic that was included in the Upper Confidence Bounds formula for Monte Carlo Tree Search to improve the performance of the AI.
 - **User Interface:** Created a graphical user interface using JavaSwing

SKILLS

- **Programming languages:** Java, C++, C#, MySQL, HTML, CSS, JavaScript
- **Computer Architecture:** Raspberry Pi, Unix Commands, Linux, Game server setup, Computer building
- **Softwares:** Unity, Unreal Engine 5, Visual Studio, VSCode, Rider, IntelliJ, Word, Excel, LaTeX

REFERENCES

- **Mr James Goodman** Email : james.goodman@qmul.ac.uk
Game AI Research, Queen Mary