

Sion Gregoire IRADUKUNDA

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Profile

A first-year BSc Computer Science for Games student at Sheffield Hallam University looking to build a career in the video games industry. Captivated by narrative story-driven games and passionate about developing video games across all platforms with a focus on console gaming.

Projects

Website creation [<https://www.nicholaspatersonart.cf/>], Nicholas Paterson

- Built an artist's portfolio website from scratch using HTML, CSS, Bootstrap and JavaScript.
- Published the website using GitHub pages and Netlify.
- Built a contact system using Netlify forms.
- Created an image upload system using PHP and SQL to which he would be using whilst uploading new artworks.

Technical Skills

Front-end web development with HTML, CSS and JavaScript, moderate skills in back-end web development with SQL and PHP, Sublime Text 3, Visual studio code, GitHub, Microsoft Office, Windows operating system, Blender 2.80, traditional drawing and painting.

Work Experience

Technical support, Volunteer

- Assistance in setting up new devices.
- Solving software issues, for instance, fixing driver issues and operating system issues.
- Demonstrate different techniques in Microsoft Word.
- Assistance in file conversion i.e. from PDF to Word document.
- Assistance in printing and scanning documents.

Creating a website for Mr Nicholas Paterson

- Built a portfolio website for a client using HTML, CSS and JavaScript.
- Deployed the website to GitHub and published the website using Netlify.
- Created an image upload system using PHP for the webpages and SQL for the databases.

Key skills

Problem-solving

- I used my IT skills to solve my client's problem. My client wanted to make his artwork available to the public. I presented different solutions including making an album of his artwork, creating a magazine featuring his artwork and making a portfolio website. After comparing all the solutions, he chose the website.

Communication

- During my voluntary work, I adapted my communication style to accommodate each person's method of learning and their level of understanding. I showed people how to use Microsoft Word and taught them different techniques.

Time management, Planning, Organizing and multi-tasking

- For the website project, I made a project schedule to mark how long I would be working on each stage of development of the website. I worked with deadlines and had to collect feedback from the client and implement the changes effectively and in a timely manner.
- I multitasked to cover different parts of the project including writing reports and working on the website whilst collecting feedback from the client and implementing the requested features.

Teamwork

- I played football every Friday after school and had the opportunity to lead several teams in this activity, which helped me to develop my team leading skills. Playing with others towards the same goal helped me to improve my teamwork skills.
- I also partook in a service group where we dedicated an amount of time weekly to support an orphanage. This improved my team working skills and patience due to working with infants. This also made me feel that I was immensely giving back something to improve our society.

Education/Qualifications

Computer Science for Games BSc (Hons), Sheffield Hallam University Sept 2019 – May 2023

A four-year course that teaches the skills and techniques demanded by the games industry, such as programming, software engineering and optimisation, mathematics and the use of games hardware on desktop, consoles and mobile platforms.

International Baccalaureate, British School of Lomé, Lomé, Togo Sept 2017 – May 2019

Subjects: Information Technology in a Global Society (ITGS) *High Level* [Grade 4], Visual Arts *High Level* [Grade 4], Mathematics *Standard Level* [Grade 3], Physics *High Level* [Grade 3], English A: Language and Literature *Standard Level* [Grade 4], Spanish AB Initio *Standard Level* [Grade 4]

Advanced Level: Math-Physics-Computer Science, Lycée De Kigali, Kigali Rwanda Jan 2017 – Jun 2017

Subjects: Mathematics, Physics, Computer Science, **Other subjects:** Entrepreneurship, General Paper

Ordinary Level, Lycée De Kigali, Kigali Rwanda Jan 2015 – Nov 2016

Subjects: Mathematics [1], Physics [2], Biology [2], Chemistry [4], Geography [3], History [2], English [1], Kinyarwanda [1], Entrepreneurship [5], **Other subjects:** ICT, Religious Studies

Interests/Hobbies

I have been involved in various hobbies, a key one being playing video games mostly with my twin brother. I enjoy playing video games mostly on consoles and PC. Apart from playing video games, I occasionally spend time drawing and painting, I like expressing myself with drawings and paintings. I also have other hobbies such as swimming and playing football.

References

Nicholas Paterson, Art Teacher, Myanmar International School Yangon, paterson3au@btinternet.com

Mark Featherstone, Teacher, Sheffield Hallam University, m.featherstone@shu.ac.uk, 2256863