

Sion Gregoire IRADUKUNDA

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Profile

A 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

Volt Puzzle – Game Prototype, Web-based Game Project [[Link to My Portfolio](#)]

- This is a puzzle game where the player is tasked with connecting circuit nodes from the left (Charge Nodes) to the circuit nodes on the right (Receiver Nodes) to match the result to the target value before the time runs out. More information is available on my [portfolio](#).

Goblin Rush – Game Prototype, Group Project [[Link to My Portfolio](#)]

- I was the programmer on the Goblin Rush project. I worked on the vehicle movement, the sound programming implementing the theme song into the game, the multiplayer element of the game. I also worked on the main menu and pause menu user interface.
- This project was made using Unreal Game Engine, C++ programming language, and various other tools used by the artists and designer. More information is available on my [portfolio](#).

Drakaero – Game Prototype, Group Project [[Link to My Portfolio](#)]

- I was one of the two programmers on the Drakaero project. I worked on the enemies, their movement, shooting and health mechanics. After that, I worked on sound programming implementing the theme song into the game. I also worked on the main menu user interface.
- This project was made using Unity Game Engine, C# programming language, and various other tools used by the artists and the designer. More information is available on my [portfolio](#).

Website Designer and Developer [[NicholasPatersonART](#)], **Nicholas Paterson**

- Designed and developed an artist's portfolio website from scratch using HTML, CSS, Bootstrap and JavaScript. I deployed the website to GitHub and published the website using Netlify, and built a contact system using Netlify forms. I also created an image upload system using PHP and SQL which he would be using whilst uploading new artworks.

Technical Skills

C++, C#, Microsoft Visual Studio, DirectX 11 & 12, OpenGL, SFML, Game development on PS4 Dev kits, Unreal Engine, Unity, 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 3D, Autodesk 3DS Max, traditional drawing and painting.

Work Experience

Warehouse Operative at DPD Ecclesfield via Forde Recruitment agency

- Pick parking and sorting parcels.
- General warehouse operations like tidying up the workspace.

Creating a website for Mr Nicholas Paterson

- Worked with my client Mr Nicholas Paterson to build a portfolio website for his artwork.

Education/Qualifications

Computer Science for Games MComp, Sheffield Hallam University

Sept 2019 – May 2024

A 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. After my second year, I transferred from bachelor's to integrated master's degree on the same course which adds an extra year, initially it was a four-year course including a placement year.

International Baccalaureate, British School of Lomé, Lomé, Togo

Sept 2017 – May 2019

Modules: Information Technology in a Global Society (ITGS), Visual Arts, Mathematics, Physics, English A: Language and Literature, Spanish AB Initio

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

Modules: Mathematics, Physics, Computer Science, **Other Modules:** Entrepreneurship, General Paper

Ordinary Level, Lycée De Kigali, Kigali Rwanda

Jan 2015 – Nov 2016

Modules: Mathematics, Physics, Biology, Chemistry, Geography, History, English, Kinyarwanda, Entrepreneurship, **Other Modules:** ICT, Religious Studies

Key skills

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 the client's feedback and implementing the requested features.

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.

Teamwork

- I played football every Friday after school. I 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.

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 available on request.