

Professional profile

In May I will be graduating from university and am hoping to find new opportunities that will help me build and expand my skill set. I have shown myself to be self-motivated, committed and determined in achieving my goals. I have also demonstrated negotiation and organisation skills, a sense of responsibility and my capacity to work hard under pressure. Prior to university I worked in two local pubs where I learned the value of hard work and was able to build myself up as a person.

Throughout my education I have learned several programming languages such as C++, C#, Java, Javascript, Python as well as SQL and PHP by building many different types of games which can be viewed on my website. However I also discovered a huge interest in computer hardware and have built several PC's for myself and family friends, which included creating a specification based on a budget and planned uses for the system.

Education & qualifications

- **Falmouth University** – September 2016 – May 2019
 - **Computing for Games** – BSc
 - Dissertation Focused on Enviromental Priming in Video Games
 - Networking in games using C++
 - Graphics Programming in C++ & Python
 - Games Programming using C++, C#, Java & Python.
- **Halesowen College** – September 2011 – May 2012
 - **Extended Diploma Information Technology** – MPP
- **Ridgewood High School** – September 2007 – May 2011
 - **English** – C
 - **Maths** – C
 - **Science** – C
 - **Information Technology Double Award** – Distinction

Placements and projects

April 2014 - Present The Duke William Pub & The Plough & Harrow

Outline

Two local real ale pubs located in the heart of Stourbridge town.

Key responsibilities

- General bar management such as opening/closing, stocking up and working with a small team throughout busy weekends.
- Providing recomendations based on customers tastes and interests.
- Managing bookings for rooms and arranging special events.

October 2018 – May 2019 ALT-F4 – Programmer

Outline

A final year project created by a small 5 person team shows games can be made even with limited artistic experience.

Key responsibilities

- Acting as scrum leader I was responsible for keeping the team together and organized as well as updating Trello and logging team inputs.
- Implementing and balancing gameplay mechanics such as abilities, dialogue systems and post processing effects.
- Assisting designers in implementing interactive environment pieces efficiently.
- Attend daily standup meetings, using agile and scrum to iteratively build on an original prototype game.
- Supporting all other team roles in what they are doing as the engine specialist.

September 2017 – May 2018 Crocodile Studios – Lead Programmer

Outline

This small team created the indie game the witching hour during their second year at university.

Key responsibilities

- Implementing and balancing gameplay mechanics such as abilities.
- Assisting designers in implementing puzzle mechanics and other enviromental programming.
- Attend daily standup meetings, using agile and scrum to iteratively build on an original prototype game.
- Supporting all other team roles in what they are doing as the engine specialist.

All of these projects and more can be found on my portfolio website johnrock.co.uk

Interests

Interests: Gymnastics, Skateboarding, Basketball, Gaming & Game Development, Traveling & exploring with my dog, Cooking, Reading, Programming, Computer Hardware, Software Engineering.