**John Rock | BSc**

**Location: Stourbridge**

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**Portfolio:www.johnrock.co.uk**

Professional profile

In May I will be graduating from university and am hoping to find new oppurtunities 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, Javascipt, 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 –** Disctinction

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 Crookodile 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.