

SPIRIT-ASHTON FOOTE

PROFILE

I am a student fascinated with all aspects of Design, from Graphical Design to Games Design, I love how design choices impact the psychology of a user and create great experiences. Creating and learning to Create are my favourite past-times, broadening and improving my skills as a designer and developer. From my dedication to my projects to my intent for professionalism I believe that I am a strong asset wherever I am.

EDUCATION

The Urswick School; TUS Sixth Form Academy E9 6NR

GCSES

English Literature: 9; English Language: 9; Maths: 9; Combined Science: 9-9; History: 9; Computer Science: 9; Mandarin: 9; Spanish: 8; Religious Education: 8

AS-LEVELS

Maths: A; Computer Science: A; Economics: A; Physics: A

A-LEVELS

Maths: A*; Computer Science: A; Economics: B

EXPERIENCE

Team Experience

I have worked as a group for the Tomorrow's Engineers Program and Lead my group where we developed a Lego Robot capable of following a visually indicated path and complete tasks. Part of this program also included a group presentation where we delegate roles of research and presentation creation to others and created and held a group presentation using Prezi.

Projects

I have developed multiple games in my free time using Defold with Lua and Unity with C#. These have focused on the 2D platformer style of games and have included custom Physics, Custom Camera functionality, Enemy Systems and Collectables.

I had a 20-hour project for my A-Level Requiring a game to be made in Defold closely adhering to a waterfall software development life cycle with a joint case-study and user Feedback.

Taught myself how to Hard Code my own Portfolio Website, with Node.js on the Backend and using JQuery with JavaScript. Also Used React for testing purposes.

Text Dice Game, programmed through Python.

Text Pet Simulator, programmed through Java.

Hackney Galas and Musical Events

I have performed in multiple Hackney Galas for school- this has given me experience of working as a team and being involved in the preparation, production, and execution of a public event. These were large public events set to strict time schedules requiring I work to a consistent time frame and to work seamlessly with a large group of individuals.

I have been to many of my mother's musical events and tours. This has taught me the inner workings of large events and the backstage work of setting up and keeping them running smoothly. I also have extensive experience of working in the studio, creating songs, and mixing audio using Logic pro X, giving me an understanding of how life and progression in the studio works.

Skills

Proficiency in Python, Java, C#, HTML, CSS, and JavaScript. Basic experience in MIPS through QTSPIM. Experience in PHP manipulation. Have team skills working as a leader and member in large projects, being able to work off and bounce off others' ideas. Public Speaking experience taking part in the yearly Speak Out challenge, a challenge where you take course in performing multiple speeches to increasingly larger audiences.

● REFERENCES AVAILABLE UPON REQUEST ●

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