

SAMUEL LEACH | [LinkedIn](#) | [Portfolio](#) | samueljleach003@gmail.com

Recent Bournemouth University Graduate who is independently motivated but thrives in a team environment. Always happy to help others and take initiative to solve problems. Eager to learn and tackle new challenges. Able to work flexibly and productively.

SKILLS

PROGRAMMING LANGUAGES | C++, C#, Python, GDScript, HTML, CSS, JavaScript

SOFTWARE | Visual Studio, Visual Studio Code, GitHub, Microsoft Office, Unity, Unreal Engine, Godot, Doxygen, OpenGL, SDL2, GLM, Microsoft Copilot, Adobe Photoshop, Adobe Premiere Pro.

GENERAL | Organised, Flexible, Critical Thinker, Problem Solver, Determined, Enthusiastic, Considerate, Eager to Learn, Passionate, Collaborative as well as Independent.

EXPERIENCE

SOFTWARE ENGINEER | Bournemouth University: Group Project | FEB 2024 – MAY 2024

For a University Unit, I Worked collaboratively as part of a team of 10 individuals with a designated role of developing and implementing various features delegated to me. My responsibilities included programming 3 enemies and their behaviours, an enemy spawner and an enemy wave system for our Virtual Slice.

CLEANER | Universal Cleaning Ltd | Poole | 2022 - 2023

Worked as part of a hierarchical structured team travelling to off-site work and adapting to various diverse environments, working efficiently and effectively.

DELIVERY | S.A.M NEWS | Ferndown, Dorset | 2016 - 2022

Worked independently developing interpersonal skills working in a partially public facing capacity. Reacting to difficult situations and weathers maintaining customers satisfaction. Substituting in for absent colleagues sustaining the performance of the company.

EDUCATION

BACHELOR OF SCIENCE IN GAME SOFTWARE ENGINEERING

Bournemouth University | First Class Honours Degree | SEPTEMBER 2022 - NOVEMBER 2025

- Units Studied Include | Mathematics for Computer Graphics, Object Oriented Game Programming, AI Game Programming, 3D Graphics Programming, Programming for Interaction, Physics for Games, Game Engine Programming, Graphics and Computational Programming, Innovation Enterprise and Business Development, Game Studio Project.

GCSE & A LEVELS

Ferndown Upper School | 9 GCSEs & 3 A Levels | SEPTEMBER 2017 – MAY 2022

- Achieved A Levels in Computer Science, Photography and Fine Art
 - Achieved 9 GCSEs including Maths and English.
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ACHIEVEMENTS

JAVASCRIPT ESSENTIAL TRAINING | LinkedIn Learning | JANUARY 2026

- Completed an online JavaScript Essentials course through LinkedIn Learning to further understand and explore the JavaScript coding language.

HTML, CSS, AND JAVASCRIPT: BUILDING THE WEB | LinkedIn Learning | JANUARY 2026

- Completed an online web development course through LinkedIn Learning to apply my current programming knowledge and skill set to a different side of software development.

CYBERSECURITY TRAINING | Bournemouth University | OCTOBER 2024

- As part of my university course, I had the opportunity to complete an additional online training in Cybersecurity.

SUBJECT AWARD COMPUTING | Ferndown Upper School | Computer Science GCSE | JUNE 2019

- Awarded for consistent effort and best progress in the year group.
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