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GAME DEVELOPMENT

A LITTLE ABOUT ME

I have always had a keen interest in games from a very early age, with my first forays being on a DOS based PC, playing the likes of Commander Keen.

I started my coding journey in 2019, being lucky enough to be accepted onto an apprenticeship scheme at Makers Academy in conjunction with Reed. I had wanted to learn to code for a long time, but University was not an option financially and I still look back and reflect on how life changing the apprenticeship has been and how many skills I have developed over the last few years. I completed my apprenticeship in March 2021.

The bootcamp and placement were great experiences, teaching not only technical skills in object orientated programming, but also many of the soft skill aspects of team working and mentoring within an agile environment. This complemented my previous experience as a qualified Social Worker, in terms of working with people and teams from diverse backgrounds and cultures.

Although I was furloughed for a period of time on placement, I used this opportunity alongside another apprentice to continue learning, by creating a React and C# based search site (which you can see later in my resume), maintaining 5 day working weeks during this period.

My role at Reed Online was unfortunately impacted due to the pandemic. Fortunately, soon after, I was headhunted by Makers Academy for a temporary role, to support apprentices to learn to code, which was an amazing experience to mentor and train those new to coding and give back to the community. I love self-directed learning and working as part of a team. I am keen to ask questions and improve my knowledge and have had great experiences working with other developers and teams throughout my years as a developer.

Since those early years of programming, I've been fortunate enough to go on to do a small stint as a game developer at Live 5 gaming, and then a much lengthier period at OnePay Bank, where I still work doing a mix of JavaScript and Apex programming. OnePay has been an interesting role, as I've been fortunate enough to get quite a lot of exposure to various code bases and languages. I've also had the pleasure of mentoring several Juniors which has been a great experience. It's been amazing to see new developers gain confidence and start to find there way around business code.

Currently I'm keen to see what roles are out there, especially in the games industry, as it's an area I've always been keen to eventually branch into long term.

Some of the skills I can offer are not just technical, but around people skills. I have worked with a diverse group of people before my time entering tech, such as refugees from all around the world, to homeless young people. I have worked in high pressure environments (with my previous experiences in social care) and managed large caseloads of clients. I am flexible and adaptable, and I have a curious nature. I

am keen to learn, and I am not afraid to ask questions or offer my opinion. I value and reflect on feedback. I also have a strong awareness of team dynamics and interpersonal skills. In my free time I like to write code, write music, play board games, go to the gym and always a fan of a good book and a debate.

It is my dream to work within the games industry, I am keen to constantly improve my programming skills as well as support and guide others in their programming journeys. I love the idea of being part of a team that creates stories, worlds and adventures in a medium that surpasses film and television.