



# STEPHANE EMPTAGE

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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 will complete the 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 have been spending my free time adapting my knowledge of object orientated coding from JavaScript to C++ and the Unreal Engine, with a focus on entering the games industry. 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 the past two years.

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. From my time at Reed Online, I now have experience of working within the tech industry and have a good understanding of the development life cycle. I also have a strong awareness of team dynamics and interpersonal skills. I also, would have no issue with relocating for this type of opportunity. In my free time I like to write code, write music, play board games and talk about, as well as play games. That's why I host a video/audio podcast on gaming news and events, which if you can find later in my resume if you are interested.

It is my dream to work within the games industry, improve my programming skills and be part of a team that creates stories, worlds and adventures in a medium that surpasses film and television.

