CURRICULUM VITAE

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Portfolio:
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## Professional Summary:

Dedicated and communicative gameplay programmer with a drive to increase the skillset by learning and understanding industry standard software and techniques. Looking for a graduate role to kickstart a career in the games industry.

## Experience:

- Student Ambassador for the University of Staffordshire: Current Employment
  During my final year of university, I decided to take up work as a Student Ambassador, to help show prospective students why they should consider my university in their UCAS application. This has helped boost my communication skills, since I must constantly engage with people and be freely available to answer any queries they may have.

- Gameplay Programmer for Bulldog Studios: 18/09/2023 – 05/03/2024
  For my placement year, I did a 6-month work placement for bulldog studios, the student agency operated by the University of Staffordshire Games Institute. Here I worked on a many different projects for various clients utilising both Unity and Unreal engine. I also had to lead a small team of 12 people for an 8-week development span during one project, this was to help streamline development since we only had weekly progress meetings with our project producers. This experience helped familiarise me with industry standard practices and improved my teamworking skills.

## Education:

**University:** University of Staffordshire
**Course:** Computer Games Design and Programming (With Placement Year) BSc Hons
**Modules:**
**2nd year:**

- **Advanced 3D Games Engines (77%):** Expanding on the Unreal engine and blueprint knowledge; whilst highlighting the importance of utilising an embedded scripting language with an engine.

- **Indie Game Development:** Going through the whole process of designing and completing a game, starting with design documents then using Unity to create the finished product.

- **Introduction to 3D modelling for Games (80%):** Introduction to the pipeline for creating games art assets. Taught to utilise 3DS max to model and texture 3D assets.

- **Junior Collaborative Games Development:** Creating a finished game in a junior role, in a team replicating the way games studios work.

**1st year:**

- **Rapid Games Prototyping (100%):** Taught how to design, develop and create game prototypes using rapid prototyping techniques, scripting and the Unity game engine.

- **Introduction to 3D Games Engines (90%):** Learning the basics of unreal engine and blueprint scripting language to expand upon 3D platformer frameworks.

- **Introduction to Games Design (91%):** Introducing the theoretical side of games design, and covering topics such as level design and game mechanic breakdowns.

- **Games Engine Creation (75%):** Learning the basics of C++ and building a 2D game utilising SDL.

**Sixth Form:** The Duston School Sixth Form
**A Levels:** Geography (A), Computer Science (B), Maths (D), Business Studies (Distinction*)

## Skills:

### Core Skills:
- 4 years programming knowledge of C#
- 3 years' understanding of the C++ programming language
- 4 years' experience with the Unity Game Engine
- 3 years' experience with the Unreal Games Engine

### Additional Skills:
Photoshop, Blender, JavaScript, Python, HTML and CSS, Jira, GitHub, 3dsMax, Substance Painter

### Transferable Skills:
- Excellent organisational skills: As a result of the Covid pandemic, I became proficient at managing my workload and studying independently as I couldn't attend school all the time due to closures. As a result I was able to reach deadlines with limited staff support.

- Excellent time management skills: During my collaborative and prototype projects in which I had a 6-week development time; I was able to effectively utilise my time to output the best work I could and complete all the necessary tasks before the deadline.

- Effective communication skills: I am proficient in presentational speaking, having to help present a project pitch to a prospective client for my placement role. The pitch meeting involved addressing around 20 of the clients employees, and involved answering technical questions about the project from the clients IT department.

- Great problem-solving skills: Being a programmer, I have plenty of experience with troubleshooting. This has taught me to explore all possible avenues to find a solution for it, whether that be support from peers or by thinking through a problem logically to develop a solution.

- Great team-working skills: During my work placement I had was elected to the role of team manager by my 11 colleagues, to help streamline our projects development. This decision was taken as we only had input from our employers once a week, so this way the team had a constant sense of direction in what tasks had to be done. I have also worked in various university group projects, and helped contribute to the team well in order to achieve a higher grade for all of us.

- Great creativity: Honed my creativity skills in GCSE art, as a result I was able to more easily express my ideas. For example, in my university modules I end up developing a plethora of ideas that I had to prioritise implementing.

## Hobbies and Interests:
In order to enrich my free time, I have a few various hobbies that I enjoy. The main hobby I have is travelling, as I not only enjoy visiting my friends that live across the country, but also it allows me to experience new and unique places I would never have known about otherwise. In order to keep me entertained on long journeys whilst I travel; I enjoy reading as it is a calming escape from reality and can inspire me with ideas that I can incorporate into the games I work on.

**References available upon request.**