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CURRICULUM VITAE

Professional Summary:

Dedicated and communicative games programming and design student with a drive to increase the skillset by learning and understanding industry standard software and techniques. Looking for a placement opportunity in order to experience the working environment.

Education:

University: Staffordshire University
Course: Computer Games Design and Programming 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:

- 3 years programming knowledge of C#
- 3 years' experience with the Unity Game Engine
- 2 years' experience with the Unreal Games Engine
- 1 years' understanding of the C++ programming language
- 1 year of experience using 3DS Max

Additional Skills:

Photoshop, Blender, Visual Studio, JavaScript, Python, Basics of HTML and CSS, Jira

Transferable Skills:
- o 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.

- o 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.

- o Effective communication skills: I am proficient in presentational speaking, idea pitches and responding to queries as a result from doing many presentations in sixth form for my business studies course.

- o 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.

- o Great team-working skills: During my collaborative project I relayed feedback from team members in order to improve the game; as well as acting as project manager in the absence of the lead programmer, this allowed me to explore my leadership skills and I was able to give out feedback and answer queries for my team.

- o 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.

Experience:
- o Games Jams:
  Currently I have taken part in one games jam in the welcome week of university (28th-30th September 2021). However in order to further improve my communication and teamwork skills as well as my programming knowledge; I am taking part in another one between the 27th February and the 9th of March 2023.

- o Junior Programmer for Construction Catastrophe, a collaborative game project:
  Worked in a team of 22 people to create Construction Catastrophe, a 4 player local multiplayer party game where players have to build structures to survive natural disasters and be the last one standing. My contributions included the disasters, weapon systems and the building pieces. Since the programming team only consisted of 4 people, I found myself taking on more responsibilities to ensure the game was completed within the 6-week development window.

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.