**James Wilson**

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[James Wilson - Portfolio (tanksop.github.io)](https://tanksop.github.io/)

I graduated from Birmingham City University with a first-class honours degree in Computer Games Technology.

I am hardworking and have worked well in small teams on short projects. I have a background in working with different programming languages – C++, Python, C#, and Java Script.

**Technical Skills**

* **Unreal** – I have used Unreal engine to create a target shooting game in the 3D Game Programming Module
* **C++** - I have used C++ to create a 2D top-down dungeon game, in C++ Programming for Games module
* **Unity** – I have used Unity for multiple different gaming projects
* **C#** - Coded a 2d submarine game using C# in unity in 2D Game Programming
* **HTML/JavaScript/CSS** – Made a web-based game using HTML, JavaScript, and CSS in Web Game Development

**Employment History**

January 2024 - present

**Shopper and General Assistant - Sainsburys**

November 2023 - January 2024

**Seasonal Shopper and General Assistant - Sainsburys**

**Education and Qualifications**

2020 – 2023

**Birmingham City University – BSc (Hons) Computer Games Technology**

* Grade- First
* **2D Game Programming** – Created a 2D game in Unity.
* **Professional Practice for Game Development** – Improved written and verbal presentation skills and the importance of communication in a team.
* **Data Structures and Algorithms**
* **3D Game Programming** – Created a 3D game in the Unreal engine.
* **Game Asset Pipeline -** Created a game world in Unity.
* **Modeling** – Modelled a character and game scene using Maya.
* **C++ Programming for Games –** Created a 2D shooter game in C++ using the SDL2 library.
* **Web Game Development –** Created a 3D web-based game with server integration.
* **Game Studio Production –** Work as a team to create a game learning about
* **Computer Graphics -** Created a raytracer and rasterizer using C++.
* **Game Engine architecture -** Created own game engine using C++.
* **Collaborative Practice -** Worked in a team and created an interactive holographic museum display.
* **Mobile Game Development -** Created a 2D mobile game in Unity.
* **Individual Honours Project -** Final year project, used AR to create an electrical circuit learning tool in Unity.
* **AI for Games -** Created a small game world with AI roaming it.
* **Console Game Development -** Created a game for a games console using Unity.
* **Game Audio -** Collaborated with a team to make a game filled with audio, using Unity and FMod.

2018 – 2020

**ADA National College for Digital Skills - BTEC National Diploma in Computing**

* Grade - D\*D
* A Level - Maths - A

2013 – 2018

**Ewell Castle School - GCSEs**  
9 GCSEs including Mathematics, Further Mathematics, Computer Science, and English

**Relevant IT Experience**

June 2018

**London Clearing House – Programmer Work Experience**

* HTML – I learned the basics of HTML to create a small page with a table of information.
* Agile Scrum – In the team we practiced Agile Scrum, where we would have daily stand-ups to inform everyone of the work we would be doing.
* Gantt Charts – I attended some meetings, about the overall projects where Gantt charts were used to display the project's progress.

2019

**ADA – Work Experience Projects**

**King Games – Creating a board game**

* Duration of project – 3 days.
* The task was to create a board game based on a King Games game.
* Our game was called HEXACHROMA and was based on candy crush.
* The game – It is a 4-player territory control game, with the objective to gain as much space on the board as possible.
* Teamwork – We allocated different tasks to team members based on their strengths.
* JavaScript – For testing, I created a simple version of the game using JavaScript.
* Presentation – The top 3 teams presented their games to King Games.
* Result – Our team came first due to the quality of our game and the approach we took in developing it.

**References**

To be supplied on request