

Sam J Spawton

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Personal Summary

I am currently studying Computer Science for Games at Sheffield Hallam University where I have recently completed my first year. Since getting my first Computer at 7 my interest in technology has only grown, I have always enjoyed learning the technical side of how computers and programs work. This has led me onto this degree and will hopefully lead me into my ideal career as a video game programmer. My other interests lie in maths and physics; however, my life isn't entirely academic. From a young age I have been involved in snow sports. I thrive in a situation where I can learn from helping others and I am always eager to acquire new skills and to meet people. I enjoy working in a challenging environment where I am encouraged to develop new techniques towards problem solving and where I am provided opportunities to lead.

Technical Skills

Some of the software and languages I am familiar with:

- Python - Intermediate
- Unity Game Engine - Intermediate
- Unreal Engine - Intermediate
- 3DS Studio Max - Beginner
- C++ / C# - Intermediate
- HTML5 / CSS - Intermediate
- Microsoft Office – Intermediate
- Lua - Beginner
- SQL - Intermediate
- Server Maintenance - Intermediate
- Server Backups - Intermediate
- Hyper-V / VMware - Beginner
- Java - Intermediate
- PHP/ JavaScript - Beginner

Education

| Sheffield Hallam University (2018 - 2022) | |
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| BSc Computer Science for Games with Placement Year | |
| Second Year Modules | Programming for Games Software-Hardware Optimisation Web Application Development Professional Development Project Object-Oriented Programming for Games Mathematics for Modelling and Rendering |
| First Year Modules – Overall 69% | Introduction to Games Development - (2:1 61%) Mathematics for Graphics - (First 86%) Fundamentals of Computer Architecture - (Pass 46%) Fundamentals of Programming - (2:1 65%) Systems Modelling - (2:1 67%) Professionalism and Project Development - (First 75%) |
| Formby High School Sixth Form (2016 - 2018) | |
| AS level Further Mathematics A level Computer Science - B Extended Project Qualification in Artificial Intelligence - B AS level Mathematics - D A level Mathematics - D A level Physics - E | |

Formby High School Sixth Form (2012 - 2016)

GCSEs in: Maths - **A**, Computer Science – **A**, English Language - **A**, English Literature - **A**, Chemistry - **A**, Physics - **A**, Biology - **A**, Art - **B**, History - **B**

Employment

Revoluting Creations Team - Tanglewood Games (Freelance Programmer): Working on quality of life changes and bug fixes for our current project – Project Zomboid made by The Indie Stone (TIS). Here I program in Java and Lua and work with their team and ours to resolve the smaller issues that have built up over development. This requires lots of communication with TIS, Git / Version control and constant communication for testing and fixing.

IT-Developers (IT Technician): A list of my responsibilities and skills: daily server checks and backups, systems maintenance, user support, data processing and organising, software testing and reporting, systems diagnostics and repairs, personal data handling, working to time constraints, administration skills, problem solving, customer service and being strictly GDPR conscious.

Praxis CIC (Data Analyst/ IT Technician): Here I did work experience for several weeks in my last year of high school and second year of college, following the work experience I was invited to be a part time consultant for technical issues as well as helping with office tasks, data processing and analysis for several large research projects, transcriptions of interviews and lastly I was involved in meetings with the Liverpool board of education to discuss and analyse bullying across the Merseyside county in primary and secondary schools.

Lucid Games (Quality Assurance): For several weeks I did work experience here as part of the Quality Assurance (QA) team and worked with several colleagues testing the Goat Simulator game and their in-house game (Switchblade). This taught me some valuable technical skills in the game development industry; including industry standards required to publish and release a game. Most of my time was spent analysing game mechanics and reporting any blemishes throughout the software that I found via multiple methods of testing.

Additional Experience

In my free time I also work as a committee member for the Game Development Society we created. This is my way of sharing my passion for games and game development. I am also working towards completing my Hallam Award, I have earned the bronze tier and I am working towards my silver. I also volunteered with the Scouting Organisation weekly for Cubs, Beavers and Scouts. This was an amazing experience and being able to give back to the community by helping at an organisation that shaped me into the person I am today.

Interests

While everything written above sounds like I am just a computer nerd who is always stuck inside I do enjoy lots of outdoor activities. I have been skiing since a very young age and try to keep up with it as much as I can do. However, I do enjoy my computer and from my degree title it is obvious that I play my fair share of games. This is a great way to be myself and escape from the world for a little bit. I have been gaming since my first console back when I was 9 or 10 and my passion for games has led me down this path. Outside of my education and my other hobbies I enjoy building and repairing computers.

References

Chris Wood

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