nickbedford@sky.com

07701060998

Nick Bedford

Gameplay/AI programmer

I am an AI focused programmer with a huge passion for games. I love working on pathfinding and learning new techniques to control agent behaviour.

Work experience

September 2015 – September 2016	**Industrial Placement Student** – Newcastle University • Helped with the development of software utilised in research at the university. The research investigated the gamification of assessing children with hemiplegic cerebral palsy. I used a well-established project within Unity to develop a story within the project. • Embarked on personal research into Unreal Engine 4 to widen skill set. The product of the research became the basis of my under graduate dissertation.
August 2015 – August 2016	**IT Support Technician** – RNIB/MPH • Created the framework and associated documentation of a video game developed for visually impaired customers using Unity 5. The framework was designed to be intuitive to new users of Unity. • Helped with general maintenance and any other ad hoc duties given.

Education

September 2017 – September 2018	**Computer Game Engineering MSc** – Newcastle University Modules: Advanced Programming for Games, Advanced Graphics for Games, Advanced Game Technologies (Physics, Game AI and Networking), Research Methods for Gaming Innovations, Entrepreneurial and Enterprise Skills in the Games Industry, Engineering Gaming Solutions within a Team, Project and Dissertation in Computer Game Engineering
September 2013 – July 2017	**BSc with first class honours** **in Computer Game Programming** – Northumbria University Modules: Year One: Programming for Games 1 and 2, Dynamics for Simulation, Computer Fundamentals, Computer Games Design, Relational Databases. Year Two: Programming for Games 3 and 4, Mathematics, Project Management, Games Interface and Scripting Project, Games Architecture and Development. Year Three: Combined Games Project, Advanced Games System Architecture, Specialist Game Programming, Individual Project - "Simulating Teamwork with Game AI.".
September 2008 – July 2013	**A levels:** Chemistry(B), Biology(B), BTEC Applied Science(Distinction*), Maths(D) **GCSEs:** 8 A-Cs including Maths(A) and English(C)

Skills

Programming languages	C++, C#, GLSL
Engines	Unreal 4, Unity
Other	Visual Studio, Notepad++

Interests

Games	Assassins Creed series, Fallout 4, Skyrim, Tom Clancy's Rainbow Six Siege
Other interests	SCUBA Diving, Game of Thrones and Sci-Fi