

Andrew Hearn | Software Engineering Graduate

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Professional Profile

‘An academical person with a passion for video games and the game making industry, with a hunger to further my learning and understanding of the video game industry.

With knowledge I have self-taught and a bachelor's degree in software engineering game design, I have proven my ability to study at the height of education and have created various video game prototypes.

Core Skills

- Bachelor's degree in Software engineering and game design
- Presented at the Global Lancaster Undergraduate Research Conference 2021
- Basic understanding in C#, C++ and JavaScript
- Basic use of source controlling, E.g, while making games for assignments.
- Helping and attending with College events such as ‘Play expo Blackpool’.

Career summary

August 2015- Present. **Chef de parti, Choice Hotels**
outline.

Reporting to the head chef, I assisted other chefs or lead in a range of different task, ensuring that the kitchen was well cleaned, and food was prepped and cook on time.

Key Responsibilities

- preparing and cooking food to a high standard.
- Teaching other chefs how to prep food, use knife skills and how to make/cook food.
- Managing small functions/parties on my own or within a small group
- Running the kitchen in the absents of senior chefs
- Ensuring that all the orders are put away correctly and are stock rotated.

20th April 2015 - 15th May 2015 **Customer Support Staff, DWP**
work experience

Outline

Reporting to the senior colleagues, I provided support to the shop floor and for customers in different areas within the store.

Key Responsibilities

- Delivering a high standard of customer service, while working within the data protection act and policies.
- Continual checks on the job centre computers to ensure they are all in working order.
- Conducting interventions, helping to create and set-up email addresses and universal job match accounts for claimants on jobseekers.
- Completing daily post duties and updating job opportunity information board daily.

9th March 2015 - 29 May 2015 Know-how Advisor Curry's PC World
princes Trust Work experience

Outline

Worked with other staff, helping deal with customer complaints, and setting up new equipment for customers.

Key Responsibilities

- Setting up customers computers and tablets, such as installing Microsoft office to their new computer or installing an anti-virus software as well as adding any peripherals they wanted.
- Trouble shooting for any problems on the computer
- liaising with customers over the phone, a arranging collections for computers and laptops.

August 2013-august 2014 **General Assistant. Hogan's Sandwich shop**

Outline

Worked within a small team, making sandwiches and dealing with customers.

Key responsibilities

- I was trusted to work on the cash register during busy weekend periods handling cash and issuing the correct change
- I often worked unsupervised preparing food for customers' orders.
- I built up a good relationship with my customers when preparing their sandwiches to their specifications.

Education

Blackpool & the Fylde University centre (Lancaster Degree) September 2020 – July 2021

Bachelor's degree. Software engineering and game design. Award TBA

Blackpool & the Fylde university centre (Lancaster Degree) September 2018- July 2020

Foundation Degree in Software engineering and game design. Award - Accommodation

Blackpool & the Fylde college

September 2017 – June 2018

Subsidiary diploma I IT (QCF) at Merit level.

Blackpool & the Fylde college

September 2015 – March 2016

Level 2 NVQ diploma in professional cookery

Preston college

January 2015-April 2015

Princes trust certificate in employment, teamwork and communication -level 1
food hygiene – level

Collegiate high school-

September 2008 – July 2013

GCSE's Gained: 7 A* - C's including IT and Maths and English

Personal information

I have had a keen interest in computers and video games since I was young, I only recently started learning programming however I am keen to deepening my knowledge within the industry and gain new experiences. In my own time I have set out to build small prototypes of games to help with my studies.

References Available on request.