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D.O.B: 22nd Feb 1996

Profile

I consider myself a hard-working and organised individual, willing to help others in need, and can take initiative when a problem arises. I am a good team player, able to work in a group to achieve a goal, and can also motivate myself to work individually on a task.

Technical Skills

Professional Working Proficiency

- TypeScript/JavaScript
- WebStorm
- Node/npm
- Git (Within WebStorm or Terminal)
- Jira/Issue Tracking Software
- PixiJS

Limited Working Proficiency

- Java
- C#
- HTML & CSS
- C++
- Visual Studio
- Android Studio
- Unity
- Unreal
- MonoGame

Education

2014 - 2017: De Montfort University, Leicester
Studied BSc (Hons) Computer Games Programming, graduated with 1st Class Honours
Year 3 Modules:
- Computing Project - 79%
- Games Programming - 85%
- Fuzzy Logic and Knowledge Based Systems - 83%
- Mobile Robotics - 66%
- Shader Programming - 91%

Employment

October 2019 – December 2022: Principle Developer/Senior Games Developer/Games Developer/Junior Games Developer at Live 5 Ltd.
I joined as a Junior Dev, and quickly rose up through roles up to Principle Dev at Live5. I worked on multiple parts of a game's life cycle, from the start of creating a game from a game design spec; to the end with polish and integrating onto a platform. I worked in mainly JavaScript/TypeScript, working alongside the design team and making changes where necessary as a project goes along. I also work on maintaining and updating existing libraries which I and the other developers use, and also help out other developers with their projects as a senior, as well as have a strong presence in merge request reviews and in keeping good code standards across the board.

Have worked on several slot games as either the lead/solo developer, or alongside other developers to either help get a game to a better place, or to support and help another developer to learn the existing systems better.

August 2017 – March 2019: Games Tester at Rockstar Lincoln

I worked full-time, finding bugs and issues in a game and using in-house software to record and write up information about the bug to help the developers fix and improve the game. This also included doing scripts and sweeps, and working on different builds of a game on different platforms, and across single player and multiplayer testing. Testing included both general and focused areas of test, and I also travelled up to Rockstar North for training and testing in my specified area.

October 2009 – December 2016: Food Service Assistant at Ken's Takeaway

Aspirations/ Interests

I always aspire to further my programming skills as well as my knowledge and understanding of the production of a game or app, and of the games industry. More recently I have been learning and using C# within MonoGame for my own personal projects. I have a keen interest in video games, both playing them in my spare time, and creating them. As well as video games, my hobbies also include playing the guitar, watching anime, Marvel films, and 3D printing.

References are available on request