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D.O.B: 22<sup>nd</sup> Feb 1996

## *Profile*

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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, or take charge and lead a team towards a goal, as well as able to motivate myself to work individually on a task. I have a very strong attention to detail, and am not afraid to question methodologies and learn more about a subject in order to fully understand, or come up with improvements in an area.

## *Technical Skills*

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### *Professional Working Proficiency*

- TypeScript/JavaScript
- WebStorm, VSCode
- Node/npm
- Git Version Control (Github, Gitlab)
- Jira/Clickup Issue Tracking Software
- PixiJS

### *Limited Working Proficiency*

- Java
- C#
- HTML & CSS
- C++
- Python
- Godot
- React

## *Education*

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*2014 - 2017: De Montfort University, Leicester*

Studied BSc (Hons) Computer Games Programming, graduated with 1<sup>st</sup> 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*

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*December 2023 – Present: Senior Game Developer/Game Developer at Push Gaming.*

I joined as a Game Developer as part of the Features team working on their in-house editor, working mostly with TypeScript and some React for elements of the Editor UI. I then moved to the Distributions and Maintenance team and worked more on the game client hands on, making changes and bug fixes, and then deploying games into new markets as well as handling deployments of games to existing markets. After becoming Senior Dev I handled the devs in my team, making sure they are supported in work assigned to them, while continuing to be a part of maintaining all released games in existing and new markets, as well as helping out in other areas such as deployments within the studio teams.

*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.

### *Aspirations/ Interests*

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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. I have a keen interest in video games, both playing them in my spare time, and creating them. More recently I have been using Godot for my own personal projects and learning. As well as video games, my hobbies also include playing the guitar, and I have a large interest in Japan and Japanese culture, and enjoy watching anime, tv shows and youtube videos, and going to conventions.

References are available on request