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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, and can also motivate myself to work individually on a task.

## *Technical Skills*

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### *Professional Working Proficiency*

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

### *Limited Working Proficiency*

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

## *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%
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## *Employment*

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*October 2019 – Present: Senior Games Developer/Games Developer/Junior Games Developer at Live 5 Ltd.*

I work 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 work 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 slots 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*

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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. As well as video games, my hobbies also include playing the guitar, and watching anime, Marvel films and more.

References are available on request