

# Adam Joyce - Curriculum Vitae

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## Personal Statement

From a young age I have been impressed at the technical proficiency and creativity required to create great games. I have a strong background in computing during which time I have had the opportunity to explore several areas that feature in game development. The more I have explored these areas the greater they have confirmed my desire to get involved in a technical role in the game development industry as my profession.

## Education

*September 2015 – October 2016: Goldsmiths University*

### **MSc in Computer Games and Entertainment**

Modules included: *Game Programming, Maths and Graphics for Games and Entertainment, Tools and Middleware, Business and Practice, Artificial Intelligence for Games, Physics and Animation for Games and Entertainment*

I recently completed this MSc course at Goldsmiths. The course has helped broaden and deepen my understanding of many core topics relevant in making games as well as providing a great opportunity to flesh out my portfolio.

In a small team of artists and programmers I created an arcade car game 'Wreck'em Squad'. I spent the majority of my time developing the game's vehicle physics and gameplay systems.

For my final project I worked with an artist and another programmer to develop the audio-visual virtual reality experience 'Maestro' using a Leap Motion controller.

*September 2011 – July 2014: University of Kent, Canterbury*

### **BSc (Hons) Computer Science: 1<sup>st</sup> Class Honours**

During this course I gained a solid fundamental understanding of many core computer science topics. My first exposure to game development was in a 'Games Programming' module simulating simple bounding box collision detection using C++ and OpenGL.

For my final year project I chose to research procedural content generation. I developed a tool that procedurally generates node trees that can be successfully used as story maps in interactive fiction games.

*August 2010: Central Saint Martin's, University of the Arts, London*

### **Introduction to Maya Animation (Short Course): Distinction**

During this introductory Maya course I modelled and animated a simple biplane and human with respective fly and walk cycles.

*September 2003 – June 2010: Tunbridge Wells Grammar School for Boys*

**GCE A and AS Levels and GCSE Levels: Grades will be provided on request**

## Work Experience

*November 2016 – March 2017 & May 2017 – Present – Independent Technology Consultant & Support Engineer*

I worked with a number of small business owners providing technology advice and IT support. My primary responsibility was advising and providing maintenance on the most appropriate technology solutions that fit my client's requirements as a smaller business. This work has highlighted the importance of providing choice based on the client's initial specification.

*November 2014 – September 2015 & March – August 2011: Compatibility Ltd, Crowborough – Technical Engineer*

I worked as a Technical Engineer at Compatibility Ltd – an IT services company. My main responsibility was providing remote IT support to the company's many clients. This involved maintaining clear communication with clients while developing solutions to their usually specific problems. Working at Compatibility gave me a keen insight into how a business operates.

## Technical Experience

	Programming Languages	Game Engines
Proficient with:	C#, C++, Java	Unity 5
Experience with:	HTML5, CSS, Python, JavaScript...	Unreal Engine 4
	APIs	Animation Software
Proficient with:	Java, C++, C#	-
Experience with:	OpenGL, Bullet Physics, Python FBX	Maya, Blender, 3ds Max