

ALEXANDER ALLARDICE

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OVERVIEW

Passionate First-Class Computer Science Graduate with a keen interest in Coding, Unity Development, Game Design, Environment Creation and Modelling. High achiever with outstanding grades and problem-solving abilities. I am enthusiastic about gaming, virtual reality and keeping up to date with the latest technology.

EDUCATION

Computer Science BSc (Hons), Bangor University 2021-2024
Grade: First Class

Computer Science BTEC Level 3, Wigan and Leigh College 2019 - 2021
Grade: Distinction Merit Merit

EXPERIENCE

Mystery Shopper 2023 - Present
Tern *UK*

- Ensured professional standards and customer services across multiple workplaces.
- Conducted evaluations and identified room for improvement.
- Enhanced overall customer experiences.

General Labourer May 2024 - October 2024
Housing Extension *Farnworth, Bolton*

- Contributed to a housing extension taking a variety of responsibilities.
- Used power tools and measurements to precision while maintaining a hazard-free workspace.
- Worked as part of a team to achieve milestones and tackle difficult tasks.

Delivery Courier September 2022 - March 2023
Uber Eats *Bangor, Gwynedd*

- Exemplified exceptional customer service while efficiently delivering food to customers.
- Handled specific requests ensuring customers needs were met.

Warehouse Assistant June 2022 - August 2022
Evri *Westhoughton, Bolton*

- Operated machinery such as conveyor belts to unload and load parcels to and from vehicles.
- Used inspection systems to ensure accurate parcel routing.
- Maintained a safe environment while working efficiently to meet productivity targets.

Restaurant and Bar Server May 2022 - June 2022
Bar *Wigan*

- Served food and drinks and set a professional standard for next customers.
- Excelled in a busy environment and handled customers needs with professionalism.

Software Tester 2020
College Work Experience *Remote*

- Tested various web and mobile applications to look for bugs/errors.
- Created test logs and added information for different devices.

PROJECTS

Off-shore Turbine Energy Estimation Tool Created a web-based tool displaying an interactive map giving estimations of power outputs (MWh/year) from off-shore turbines if placed around the UK. Built with HTML, CSS, JavaScript, and a Flask back-end server.

ZombieGame Developed a survival game in Unity for a third year assessment in an Advanced Game Development Module and scored an overall of 86 percent.

Runtyper (Game) Participated in a game jam creating a typing game where the player races against AI by pressing specific keys and achieved a top 15 finish. Made in Unity.

FLT MiniGame Currently developing a physics based warehouse game where the objective is to tidy up and move pallets using a forklift while avoiding AI and other hazards. Developed using Unity.

ADDITIONAL SKILLS

- Proficiency in C#, Unity, Python, HTML, CSS, JavaScript, JetBrains Rider, JetBrains WebStorm, Blender.
- Knowledge of Java, LaTeX, SQL, Version Control, Flask, JetBrains PyCharm, Visual Studio.
- I hold a full driving license.
- I volunteered at a young scouting group in 2020 as well as attending scouting groups from the age of 6-18.