https://akiwainwright.github.io/Portfolio/
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Aki Wainwright

Profile

Currently a third year student looking at finding a graduate role to start a career as a gameplay programmer. A curious mind is something that has kept my mind flexible and motivated to do more than expected do in order to achieve the best results I can throughout my education and my working experience.

SKILLS

Problem Solving – Came up with a solution for tackling a communication issue in a previous workplace which solved the issue as well as improving workflow.

Unreal Engine – Created a small dungeon explorer with unreal engine as part of my game development module

C++ – Developed a simple endless runner game using OpenGL as part of my university course

EXPERIENCE

Rice Wine Shop, Location — *Retail Assistant*

November 2017 – December 2019

Employer – Hiroyuki Oonishi

Responsibilities – *Stock Management, Customer Service, Instructing new staff, Cash handling.*

Achievements

Implemented a system to improve communication between staff using a large white board to relay information to consistently across shifts. This was because of mismanagement on stock as a result of a lack of communication. The system helped reduce incorrect stock orders as well as improving efficiency of stock management.

EDUCATION

Staffordshire University, Stoke-On- trent — *Computer Games Development (BSc Honours)*

September 2020– Present

Modules Taken include Computer Games Development, Mobile Game Development, Game Mechanics Programming and Artificial Intelligence for games.

Dissertation on realistic animations using animation blending and procedural animations.

Darrick Wood Sixth Form, Orpington

September 2015 – July 2017

A Levels – Computer Science , Mathematics , Psychology

Interests

Cooking – Enjoy cooking Japanese food which was introduced to me through my family. I especially enjoy the process of trial and error to adjust the food to improve and create my own dishes.