

# Aki Wainwright

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## Profile

With skills such as experience in C++, Debugging and Unreal engine developed throughout my university course I am looking at finding a role to help start a career in programming within the games industry to improve on my current skills as well as develop new ones.

## EDUCATION

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

**September 2020- July 2023**

Achieved 1st Class Bachelor's Degree

### ***Covered Topics***

- Game Tools Creation
- Basics of Graphics in Games - Using OpenGL
- AI - Pathfinding, steering behaviours, state machines
- Multi-threading
- Networking
- Maths - Vectors, Matrices, Calculus
- Process of Game Development

### ***Skills Developed***

- **C++** - Developed games using OpenGL and SDL
- **C#** - Used to develop a chat application for a networking module
- **Source Control** - GitHub used for source controlling university projects including group work.
- **Debugging** - Required to solve any coding issues across all projects.
- **Collaborative working** - Created games as part of a team one in Unreal Engine and one using OpenGL.
- **Unreal Engine** - Some modules required the use of Unreal Engine to produce a game using a combination of C++ and Blueprints
- **Unity** - Two modules completed using Unity to develop 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

## **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. Set up an object loader and utilised object pooling to aid with the development of the game.

**Unreal Engine** - Have used unreal engine in multiple modules during university to build a dungeon explorer game using unreal engine's animation system, AI system and event system to enhance the UI performance. A tool for AI racing cars was also developed making use of the chaos vehicle system and spline paths.

## **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.*

## **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.

**Gaming** - Mostly enjoy playing adventure, rpg and j-rpg style games which allow for a wider range of ways to play the game as this provides a different experience to the game play for each playthrough.

References available on request