

# AKI WAINWRIGHT

## Computer Games Development Graduate

### CONTACT

- ✉ s.aki,w@proton.me
- 📍 Based in London (happy to relocate if necessary)
- 🌐 [akiwainwright.github.io/Portfolio/](https://akiwainwright.github.io/Portfolio/)

### PROFILE SUMMARY

Enthusiastic and dedicated graduate with a degree in Computer Games Development from Staffordshire University. My passion for gaming has driven my educational pursuits and honed my skills in C++, C#, Unity, and Unreal Engine. I have completed several projects, including developing a chat server using C# with WPF and .NETFramework, a zombie shooter game with unreal engine, and implementing advanced AI pathfinding techniques through a university framework. Currently, I am learning HTML, CSS, and JavaScript to expand my programming knowledge. I am eager to bring my strong foundation in programming and game development to a professional environment, where I can further develop my skills and contribute to innovative projects.

### EDUCATION

2020-2023

**STAFFORDSHIRE UNIVERSITY**

- Bachelors Degree in Computer Games Development

2015-2019

**DARRICK WOOD SIXTH FORM**

- Maths, Computer Science, Psychology - A Levels

**DARRICK WOOD SIXTH FORM**

- 13 GCSEs A\*-B

### PROGRAMMING EXPERIENCE

#### Endless Runner style Game using OpenGL

2021

I created an endless runner style using OpenGL and C++ with an object-oriented approach. I also implemented an object loader within the code to allow me to use my own assets for this game. To help understand what I needed for the object loader I decided to learn how to use blender to get a better understanding of the required data. With the game being an endless runner I decided to implement object pooling in order to increase the efficiency of the game code by removing the process of having to load and destroy the obstacle objects as they go out of view.

#### Zombie Shooter Group Project

2022

This was the first group project I participated in which also required me to be involved with team source/version control. With this game being made in Unreal Engine the choice of version control used was GitHub. The role I had in this project was to set up the player movement/controls for the game and to deal with the animations within the game. I also helped implement parts of an event driven UI system which gave me an insight to when why event driven programming can be good and better regarding efficiency of the code.

#### Shooter style survival game for a in Uni Game Jam

2022

For this project my team only had 3 days to create a playable game to present in which I played a more supportive role going over code and debugging where necessary as well as working on the animations in the game and being the person overlooking the version control. Although this was not the same as being in a professional environment it gave me a perspective on what it would be like in a high pressure environment where work needs to be done at a high pace to meet deadlines

### SKILLS

- Object-Oriented Programming
- Unreal Engine
- Unity
- Godot
- C++
- C#
- Python
- Git Hub
- Version Control