Aki Wainwright

Website - https://akiwainwright.github.io/Portfolio/

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Personal statement

I am currently a 2nd year student studying Games Development at Staffordshire university looking at getting a placement role within in the games industry at the end this year.

I am passionate about this industry and am keen to get experience within this industry to elevate my learning by working alongside professionals, who have the knowledge and techniques I currently don't have to improve my abilities and help provide a better start to a career within the games industry.
I am especially interested in game mechanics and looking at the logic behind them as well as how they are implemented into games through code and seeing how all this links together to provide a complete project.

Key Skills

- C++ programming – Used 2 different frameworks, S2D and SDL, to complete University projects which are based on the C++ programming language.
- C# programming – Used to complete University project to create a chat server client system using within Visual Studios.
- Able to use Unity – Created 2 games within the Unity Game Engine
- Basic HTML programming – Created my own website by modifying a template to adjust the website to my preference.
- Fluent in Japanese

Employment History

Retail Assistant, Rice Wine Shop, London
(November 2017 – December 2019)

Achievements and responsibilities:

- Created a system to improve communication between staff by suggest a white board to be placed in a location all staff so that messages could be noted and seen by all staff
- Greatly improved my Japanese speaking, reading, and writing skills
- Responsible for stock management including re-stocking products and checking stock regularly.
- Customer Service
- Till Management involving cash handling and customer service.

News Paper Deliveries, Premier, London
(April 2012 – October 2017)

Achievements and responsibilities:

- Customer Service

- Delivering News Papers to customers
- Occasional cash handling
- Helped develop discipline as a young teen through daily tasks

Education

University Name
(September 2020 – Current)

Year 1 Modules**:**
- Digital Technologies – 1st
- Fundamentals of Game and Graphical System Development – 1st
- Game Engine Creation – 1st
- Professional Development and Games Industry Employability – 1st

College/School Name
(September 2015 – June 2017)

A-levels**:**
- Computer Science - B
- English – C
- Mathematics – C

School Name
(September 2010 – June 2015)

13 GCSEs, grade A-C, including Maths and English

Hobbies & Interests

My biggest interest is gaming which has been something I have enjoyed and continue to enjoy for as long as I can remember. This interest led to me taking part in some tournaments including tournaments for Smash Bros Melee and Mario kart as well as going to my first gaming event which was Insomnia where I also found out about the current university course I am doing.

Since starting my course my passion for gaming has developed to both the consumer side and the developer side where I really enjoy creating games as well as developing them which drove me to take part in two game jams the first being a university hosted game jam and the second being a UKIE hosted game jam which unfortunately I didn't win but I thoroughly enjoyed.

References

References are available upon request.