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 in order to achieve the best results I can throughout my education and my working experience.

EDUCATION

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

September 2020- Present

Modules Completed - Game Mechanics Programming 1st, Game Engine Programming 1st, Games Development 1st, Concurrent Network Applications 1st, Technical Games Production 1st, Artificial Intelligence for games 1st, Fundamentals of Game and Graphical Development 1st, Game Engines Creation 1st, Digital Technologies 1st.

Concurrent Network Applications - This module required me to set up a chat server allowing for multiple clients to communicate with each other. In this module I set up a lobby system using multithreading allowing multiple instances of people to play rock paper scissors. Elements of pong included to show client side prediction to relay information to all clients.

Artificial Intelligence for Games - Built on a provided framework to showcase steering behaviours and pathfinding. Steering behaviours shown include seek, arrive, flee, pursue, object avoidance wander and a combination of these. A physics based movement using forces was set up for this. The path finding used in this module was A* pathfinding using linked lists to help calculate a path to use.

Fundamentals of Games and Graphical Development - In this module I used OpenGL to create a 3D game from scratch. The objects used in the game were self created assets loaded into a game using a custom obj loader to provide the ability to use fbx files within the game.

Technical Games Production - A team based module in which I worked as part of a team of six to develop a zombie shooter style game. For this game I was in charge of dealing with animations, character movement and also set up the system to allow the player to aim down the sight of their gun.

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