Aki Wainwright

Email: shibata.aki.wainwright@gmail.com | **Phone Number:** 07383822851

LinkedIn: https://www.linkedin.com/in/shibata-aki-wainwright/

Profile

With skills such as experience in C++, Debugging and Unreal engine developed throughout my university course I am looking at finding a graduate role to start a career as a programmer in the gaming 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- Present

Current grade Average – 1st with average of 84.2%

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