

Alex Feetham

PERSONAL PROFILE

I am focused and driven games technology student with a keen interest in gameplay programming and would love the opportunity to explore my passions. I have strong programming skills with experience in C# using Unity and Visual Studio as well as GitHub for source control and collaboration. Alongside this, I have my developed analytical, researching, and problem-solving skills.

UNIVERSITY EDUCATION

The University of the West of England Bristol

September 2017 – July 2021

BSc (Hons) Creative Technology Studies, 2:1

The University of the West of England Bristol

September 2021 – Present

MSc Commercial Games Development

My degree has provided me with well-rounded knowledge of programming allowing me to be critical and creative when identifying and analysing problems to construct the best solution to satisfy the project/client's needs.

UNDERGRADUATE MODULE STUDIES

- **Commercial Games Development** – I was responsible for the menu systems and settings menu integration as well as user-interface for the pre-game lobby scene. This module gave invaluable experience into what it is like to work as part of a large team in a studio environment.
- **Advanced Technology Studies** – I created a mesh destruction/deformation test environment in Unity which involved using a weapon to fire balls at different surfaces as well as shader graphs to deform the ground. I found this extremely rewarding as the module is almost entirely self-taught, so I developed my researching skills.
- **Game Level Design** – This module has shown me what it takes to design a good level through exploring the processes of spatial structures, stories, gameplay, and the rationale of the level/game.
- **Play and Games** – I created 4 player local, virtual reality, escape room game in Unity which used a single Oculus Rift. I had to use my initiative to come up with a new way to use the single piece of equipment to create this multiplayer game.

POSTGRADUATE MODULE STUDIES

- **Games Research & Development** – I worked on a live client project for Samad Aerospace to use games technologies to simulate their new proposed aircraft, the Q-Starling.
- **Commercial Games Studio** – I worked as part of a small team to revive the Super Trash Heroes game for PlayWest. Using Unity and an agile development approach, it has passed Alpha & Beta milestones and is heading for Gold.

OTHER EDUCATION

The Henley College: A-Level in Computer Science (D) and Use of Maths (D) & Games Development BTEC (Distinction)

Cox Green Secondary School: 11 GCSEs (A*– C) including English and Maths

EMPLOYMENT HISTORY

Assistant Manager – Miller & Carter (July 2022 – Present)

JD Wetherspoon

Shift Leader (Duty Manager) (July 2021 – July 2022)

Team Leader (July 2018 – July 2021)

Cross-Trained Associate (November 2016 – July 2018)

Bar Associate (January 2016 – November 2016)

ADDITIONAL ACTIVITIES

President and Participation & Equality Officer – UWE American Football

I have been a member of committee for 3 of my 5 years on the American Football team, each time elected by my peers into the role. During my time as P&E Officer I offered support to the athletes and made sure to put processes in place to ensure high attendance. I developed my active listening skills and gained many good relationships within the team. As President the following season I have overseen everything within the club, from organising training to creating the club budget and managing the club including creating contracts with suppliers, sponsors, and facilities.

At this year's university sports awards, I was awarded Full Colours for contribution to American Football.

Student Council

I was elected to the student council to help represent the voices of all the sports clubs at UWE. It is the responsibility of the student council to hold the Students' Union Presidents to account as well as to help to create new policy and discuss matters affecting the student experience.

Develop:Brighton 2022

This summer I was thrilled to be invited to Develop:Brighton along with a select group of my peers from UWE Games. This was my first develop and was a fantastic insight into what it's truly like to work in the games industry. I learned a lot from the various talks and thoroughly enjoyed talking to all the developers around the expo and at the social events throughout the week!



+44 7577 500085



alexfeetham@outlook.com



[linkedin.com/in/alexfeetham4](https://www.linkedin.com/in/alexfeetham4)



github.com/alexfeetham98