

Andrew Scott

andrewscott02@icloud.com | <https://andrewscott02.github.io/> | +447988420776

Personal Statement

I am a junior games developer at Playtech, working with the Ash team to build slot games. As a junior developer on the Ash maths team, part of my role is to create the maths sheets, simulators and prototypes that help us to create the balances for our games. I like building new development tools on our prototype framework that make it easier to make new prototypes as well.

Work History

Playtech

2024 - Current

Junior Games Developer

- Build the maths sheets for slot games using Excel
- Create simulators with C# to generate reports, check strategies and regulations
- Develop prototypes in Unity for our team to play balances and check game logic
- Use the reports and prototypes to balance the games

Tesco | Southend Extra

2022

Customer Assistant - Nights

- Stacked deliveries onto the shelves, ensuring items are face-forward
- Removed damaged or out-of-date products
- Assisted customers during open hours
- Cleaned up outer packaging of stock
- Ensured shelves are presentable and neat, ready for the start of the day

Skills

- | | | |
|-------------------|---------|---------|
| • Unity | • C# | • Git |
| • Unreal Engine 4 | • HTML | • CSS |
| • JavaScript | • Agile | • Scrum |

Education and Awards

Netmatters

Scion Coalition Scheme

2024

- Branching out into web development to improve my skills as a software developer in this full-time coding course
- Practising web development skills using HTML, CSS, JavaScript and PHP in practical assignments building web applications

Rookie Awards

Game of the Year - Mobile | Finalist and Highly Commended

2023

- Achieved the highly commended award for the Rookies Game of the Year mobile award 2023 for our group university project, Battle for Arcana
- Battle for Arcana is a 2D deck-builder where you use Tarot cards to cast spells in combat and is a mobile counterpart to our PC game, Corruption of Arcana

Falmouth University

Bachelor of Science in (Hons) in Computing for Games | Grade 2:1

2020-2023

Key Skills: Unity, C#, Git, Arduino, Agile, Scrum, Games Design

- Utilised the skills learned on this course to create games with teams of other students
- Leveraged programming and design skills to create punchy and intuitive gameplay
- Designed and created a physical controller for a TTRPG-inspired game using Arduino
- Better organised teamwork using *agile* methodologies such as *scrum* and kanban boards
- Represented our game and student group by pitching to and engaging with players at our university expo events
- Researched AI techniques to design smarter enemies in our games

USP College

Level 3 Extended Diploma in Games Development | Distinction

2018-2020

Key Skills: Unreal engine, Maya, Photoshop, Games Design

- Learned how to use Unreal Engine 4 to make games
- Received a *Best Games Development Student* award for my consistent hard work
- Commissioned to make animations as part of the *Live Creative* briefs

Key Skills: Research, Time Management, Gantt charts

- Enrolled in a voluntary courses to pursue an additional interest in martial arts history
- Managed my time using *Gantt* charts
- Conducted academic research on a topic I was excited about

Cornelius Vermuyden School

2014-2019

8 GCSEs

- GCSE grade 8 in Maths
- GCSE grade 7 in Double Science and French
- GCSE grade B ICT
- GCSE grade 5 in English Language, English Literature and Drama

- Received three awards for being the highest achieving French student
- Volunteered at various open evenings to help prospective students
- Organised the library and the rota for other student librarians as head librarian in year 11

Hobbies

- Martial Arts
 - Earned multiple medals for my performances in various competitions and interclubs
- Tabletop Games
- Worldbuilding and Art