Anthony Grummett

I am a Game Developer and Programmer with a strong background in programming and 3D modelling. Adept in various coding languages and proficient in Unity and Unreal Engine 5.

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EDUCATION

University of Portsmouth
SEPTEMBER 2023 - 2027

Computer Games Technology (BSc)

Key Modules completed: Code Studio (61) , Coding and Scripting for Games (62), Game Development (56), 3D Modelling (56), Games Design and Context (52), Art Skills for Games (60)

Overall 1st year grade working at a (2:1)

Key Modules Year 2: Maths For Games (74), Programming APIs (58), Student Enterprise for Games (75), Program Consoles (55), Gameplay Programming (68), Creative Research and Project Initiation (80)

Overall 2nd year grade working at a very high (2-1)

Lawrence Sheriff School, Rugby, Warwickshire — *A Level*
SEPTEMBER 2021 - JULY 2023

Subjects: Maths (Grade: C) , Physics (Grade: D) , Computer Science (Grade: D)

AS Level Extended Project (Grade B)

Guilsborough Academy, Guilsborough, Northamptonshire — *GCSE*
SEPTEMBER 2016 - JULY 2021

10 GCSEs Including Physics (8), Computer Science (8) and Maths (7)

EXPERIENCE

See my portfolio - Portfolio

TECHNICAL SKILLS

C#, C++ and Python coding languages

Object Oriented Programming

Proficiency in Unreal Engine 5 and Unity

Experience working in teams

Art / Drawing skills

URP

Cinemachine

Netcode (NGO)

Physics & Math

Pathfinding (A*)

Procedural Generation

Voxels

Git / GitHub

Vercel / Astro

Blender

AWARDS

Bebras Challenge Participant (2018–2022)

Participated annually in an international challenge focused on computational thinking and problem–solving.

Developed and enhanced skills in algorithms, data structures, and logical reasoning.

Received certificates for participation along with a merit.

LANGUAGES

English – Native

Romanian – Fluent

Spanish – Elementary proficiency

Japanese – Beginner proficiency