# Anthony Grummett

I am a Game Developer and Programmer with experience in customer service and a strong background in programming and 3D modelling. Adept in various coding languages and proficient in Unreal Engine 5, with proven teamwork and time management skills.

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**See my portfolio - Portfolio**

## EDUCATION

### University of Portsmouth
SEPTEMBER 2023 - 2027

Computer Games Technology (BSc)

Key Modules completed: Code Studio, Coding and Scripting for Games, Game Development, 3D Modelling, Games Design and Context, Art Skills for Games

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

Key Modules Year 2:

Overall 2nd year grade working at a (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)

## RELEVANT EXPERIENCE

### 3D Top-Down Idle Game Jam
Group Project: FEBRUARY 2024 - MAY 2024

Description: Developed a 3D top-down idle game focused on potion crafting and selling, using Unreal Engine 5.

Role: Programmer

Technologies Used: Unreal Engine 5, C++, Blueprint (Unreal Engine's visual scripting)

Key Responsibilities:

Programmed parts of the inventory system, enabling players to manage their potion ingredients and products.

Developed a feature allowing players to pick up and drag items within the game.

Implemented a system to view inventory contents by hovering over items with the mouse, providing detailed item information.

## TECHNICAL SKILLS

C#, C++ and Python coding languages

Object Oriented Programming

Proficiency in Unreal Engine 5 and Unity

3D modelling skills

Experience working in teams

Mathematics proficiency

Art / Drawing  skills

## 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

Attempted to integrate mini-games to enhance gameplay, although not fully implemented.