



Callum Donald Poole

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Personal Profile

I am a driven, inquisitive and enthusiastic graduate with a passion for programming. My key skills are focused around software programming and game development with a deep understanding of mathematics.

I am a hardworking individual who can work well independently but also be a reliable and organised member of a team.

For any technology that I'm currently unfamiliar with, I am determined enough to focus myself to learn it if required for part of the job.

I have a strong interest in emerging technologies such as robotic vision, cryptocurrencies, financial programming and quantum computing.

Education

University of Lincoln (2014-2017)

Games Computing BSc – 1st Class Honours

Wreake Valley Academy (2011-2014)

A-Level Computing – B

A-Level Mathematics – B

A-Level Graphics – B

AS-Level Media – C

10 GCSEs A*-C (Inc English, Maths & Science)

Online Courses

2016 Robotic Vision – Queensland University of Technology

2017 Intro to SQL for data Science - DataCamp

Technical Skills

C# & Unity

C#.Net was the first language that I started learning in 2011, for the purposes of developing a variety of console and Windows forms applications.

Later I used these acquired skills to develop a variety of games and simulations from 2014 onwards in Unity; this included the water management game used for my dissertation project.

C++ & Libraries

In 2012 I started learning C++ and I like it because it's a really powerful language for the way it handles low-level memory management, whilst staying a modern programming language.

I've had experience using C++ with a variety of libraries including: OpenGL, OpenCL, SDL and PhysX.

Web Development

Whilst web development isn't my main focus, I've created websites for myself at university and paid work for friends meaning I have a fairly good understanding of web technologies such as HTML, CSS, Javascript and some PHP.

Software Skills

- Windows is the operating system that I grew up with and still use today, however I've had some experience using Apple Mac and Linux Ubuntu.
- I have had some experience using the versioning control system Git to allow for better management of older versions and for better teamwork.
- Photoshop is one of my favourite pieces of software; I've had many years of experience using it meaning I'm very familiar with it.
- One of my past hobbies was to make YouTube videos, meaning I have many years of experience video editing with Sony Vegas.
- For 3D software I've used Cinema4D for making short animated clips, while also using 3DS Max for 3D modelling in my Unity games.

Experience

During my time at university I worked on many projects, some include an artistic one button platformer game (Unity), a procedurally generated medieval village (Unity), a Pacman replica (C++/SDL) a heatmap and trajectory plotter for Unreal objects (C++/OpenGL), 3D Pong (C++/OpenGL) and a physics realistic pinball (C++/PhysX).

For my dissertation project I created a 3D construction management and simulation game about water management where users had to collect, purify and distribute water through pipe networks to the various types of consumer (houses, offices and farmland).