



Callum Donald Poole

Address: 787/105 H.R. Resident, Klongchun, Bangkapi, BKK 10240

Mobile: +66 65343 0242

Email: me@callumpoole.com

DOB: 6th July 1996

Nationality: British

www.callumpoole.com

Personal Profile

I am a recent games computing graduate with a passion for programming seeking work in a related field within Bangkok. I would describe myself as friendly, reliable, logical, enthusiastic and professional.

My key skills are focused around software programming and game development.

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 image processing, XR, 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

Queensland University of Technology

➤ 2016 Robotic Vision

➤ 2016 Introduction to Robotics

DataCamp

➤ 2017 Intro to SQL for data Science

Experience

During my time at University, I learnt a variety of different topics related to computer science with game production; it taught me to be professional in my work, and the importance of teamwork.

For my dissertation project, I created a 3D construction management and simulation game with Unity 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).

Other projects that I worked on during university include: an artistic one button platformer game (C#/Unity), a procedurally generated medieval village (C#/Unity), a Pacman replica (C++/SDL) a two-player 3D puzzle logic game (C#/Unity), 3D Pong (C++/OpenGL) and a physics realistic pinball machine (C++/PhysX).

Further details and downloads for above-mentioned projects can be found at www.callumpoole.com.

Technical Skills

C# with Unity

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

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

C++ & Libraries

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

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

Web Development

I've created websites for myself at university and paid work for clients meaning I have a fairly good understanding of web technologies such as **HTML5**, **CSS3** / **SCSS**, **JavaScript**, **ASP.NET MVC** with **Entity Framework** and some **PHP**. Additionally, I've learnt how to create, query, link and manipulate databases with **MySQL**.

Software Skills

- **Microsoft Windows** is the operating system I'm most familiar with, however I've had some experience using **Apple Mac** and **Linux Ubuntu** also.
- I have had some experience using the versioning control system **Git/GitHub** to allow for better management of older versions and for better teamwork.
- I've had many years of experience using **Photoshop**, meaning I'm very familiar with it.
- For 3D software, I've used **3DS Max** for 3D modelling within my Unity Games. Also, I've used **Cinema4D** for making short animation clips.
- I have many years of experience using **Sony Vegas** as I made YouTube videos in the past.