



Callum Donald Poole

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DOB: 6th July 1996
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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 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

Recently graduated, no official employed work 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).