

PROFILE

I am a third year BSc Computer Science Student at the University of Hertfordshire and an experienced programmer with a passion for games development. In my free time, I enjoy exploring open-source software and new concepts in programming as well as getting involved with applied technologies including 3D modelling and printing. Outside of my studies, I am currently working on a research project investigating the potential for incorporating modern AI within game design and have found this challenge to be very rewarding. I am keen to start my career in the exciting, fast-moving global world of games development; and am looking forward to applying and evolving my skills for use in innovative games. My ambition is for my contributions to have a positive impact on society.

EDUCATION

- 9/2021 – present **University of Hertfordshire, Hatfield, Herts.**
BSc (Hons) Computer Science (Software Engineering)
1st year: 4.34 GPA
2nd year: 4.03 GPA
- 9/2019 – 6/2021 **Beaumont School Sixth Form, St Albans, Herts.**
A-Levels
Maths A*, Computer Science A, Further Maths B, Physics B
- 9/2014 – 6/2019 **Beaumont Secondary School, St Albans, Herts.**
GCSEs
Maths 9, Physics 9, Design & Technology 9, Computer Science 8, Chemistry 8, French 8, Biology 7, English Lang. 6, Geography 6, English Lit. 5

WORK EXPERIENCE

- 6/2023 – present **Games Design Research Intern - Games Research - University of Hertfordshire**
Developing a set of software-based solutions based on procedural content generation for chamber LARPs using ChatGPT. This is being accomplished using a Python Jupyter Notebook to interface with the OpenAI API, a HTML frontend; and research into existing libraries for optimisation. Working in collaboration with a PhD student, the project is being modified to run without any reliance on external APIs in preparation for publication of a research paper.
- 6/2022 – present **Student Proctor - School of Physics, Engineering & Computer Science – University of Hertfordshire**
Working as part of a large team, assisting with various tasks around campus for the school. Tasks have included: laser cutting, 3D printing, managing inventory, data handling; and event preparation. Additionally, supervising student project work on the new Conceive, Design, Implement, Operate (CDIO) engineering modules; and being personally assigned to research and create a robotics training document for the team.
- 6/2022 – 12/2022 **Research Assistant - Bioengineering & Instrumentation – University of Hertfordshire**
Student Research Assistant on a project investigating mechanical properties of dental polymers. Working independently as part of a team. My role includes CAD using Fusion360, 3D DLP printing, casting resins, laser cutting, experimental three-point stress testing, data input and processing.
- 1/2022 – 9/2022 **Independent Information Technology Tutor - for Bita Consulting**
Teaching and assisting children from years 3 - 6 in classes of 15-30 pupils at two local schools alongside providing individual and smaller group sessions online via Microsoft Teams. Teaching Python to beginners and intermediates carefully to ensure everyone reached the same level of proficiency while still challenging those with more experience/curiosity for the subject. Ensured that learning material and work assignments were explained clearly and patiently so that all aspects were properly understood.

CERTIFICATIONS

- Ongoing **Harvard**
GD50, Introduction to Game Development
- 15/10/2023 **GI Academy at EGX**
GI Campus Passport completion at EGX 2023

HARD SKILLS

- Development IDEs including Unity, IDLE, Visual Studio, IntelliJ, LÖVE, NetBeans, Replit, Arduino, & Jupyter;
- Programming Languages including Python, Lua, Java, C, C++, C#, SQL, HTML, CSS, & JavaScript;
- Version Control and file management via GitHub;
- Mathematics and Physics including vectors, matrices, algebra, statistics, and calculus;
- 3D modelling and animation including Fusion 360, Blender, Unity;

SOFT SKILLS

- Adaptability - Able to quickly adapt to working with new technologies and programming languages;
- Communication - Experience communicating in a variety of manners including video conferencing and face-to-face, suited to working in flexible hybrid style teams;
- Creativity - Highly creative with a broad range of experience in idealising concepts;
- Collaboration - Adept at utilising multiple collaborative tools (e.g. Git Repos, Teams) to achieve project goals;
- Critical thinking - Employing Critical and Computational Thinking to identify optimal solutions to problems;
- Empathy - Demonstrable commitment to understanding and supporting young people learning programming;

ACHIEVEMENTS

- ✓ Working software prototype for ChatGPT chamber LARP. Demonstrates creativity and innovation;
- ✓ Successfully completed A-Levels through the challenges of COVID-19 lockdowns. Demonstrates adaptability and resilience;
- ✓ Million Makers best in year raising funds for the Prince's Trust, 2017. Demonstrates drive and collaboration;
- ✓ Most committed player award for Basketball, 2016, Beaumont School. Demonstrates dependability;
- ✓ Swimming Personal Survival Award, Level 2 and Silver Award Kellogg's / ASA. Demonstrates willingness to learn and personal growth;
- ✓ Full UK driver's licence;

INTERESTS



CAD - rapid prototyping techniques including 3D printing to produce objects, e.g. prop weapons from games;



Gaming – competitive FPS, looter shooters, RPGs, MMOs, Co-Op games, story driven, strategy, gacha;



VTubing – Live streams entertaining a small community and handling sponsors;



Building/Upgrading PC components – built own gaming PC, and assisted friends with specifications and potential upgrades, performing upgrades on my own and others' PCs;



Cooking – especially baking desserts and cakes;



Reading - fiction, manga, comics, and game lore;

REFERENCES

Christoph Salge - Reader in Artificial Intelligence in Games - University of Hertfordshire - c.salge@herts.ac.uk

Richard Kaye - Research and Development Engineer - University of Hertfordshire - r.kaye2@herts.ac.uk

Vincenzo De-Bellis - Principal Technical Officer (H&S) - University of Hertfordshire SPECS - v.de-bellis@herts.ac.uk

Huria Kelifa - Independent IT Strategy Consultant - Bitá Consulting - Info@bita-consulting.co.uk