Callum Christer

Games Computing student

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Personal Statement

I am a second-year Games Computing student with a strong passion for game development and software engineering. I am currently seeking a junior programming or internship opportunity where I can apply and expand my C++ development skills in a professional environment.

Through my studies, I have built a solid foundation in C++, object-oriented programming, and 3D graphics, alongside experience with Unreal Engine, and collaborative version control. I enjoy solving complex problems and writing efficient, maintainable code that supports creative gameplay experiences.

Technical Skills

Languages: C++ (2 year), C#, Python, JavaScript,

Software Experience: Visual Studio 2022, Unreal Engine 5.6, Git, Unity Engine

Gameplay Programming: Implementation of a gameplay system in both C++ and Unreal Engine, including player controls, and object interaction and collision.

Graphics Programming: Implementation of 3D models, textures, materials and shaders using a proprietary shader language to create a 3D environment as part of my 3D graphics programming module

Other: OOP, UE5 blueprints, HTML, React, HTML, CSS, Graphics pipelines, Shaders, Mathematics, Problem solving

Current Education

Bachelor's Degree - Games Computing
Northumbria University – Newcastle, UK
Start Date – September 2023
Projected End Date – June 2026
Key Modules – Games Programming 1,2 & 3, Game Design, Computing Consultancy Project, Computational Thinking, Computing Fundamentals, 3D Graphics Programming.

Projects

Cosmos Conqueror (PC) *2025*
Languages: C++
Misc: A 2D side-scroller where you control a spaceship and shoot enemies while avoiding dynamic obstacles to achieve a high score or reach a destination point. Created as part of my games programming 2 module at university, the project achieved 71%.

Bad Bot (PC) *2025*
Tools used: Unreal Engine, blueprints
Misc: A 3D flying game where you control a drone and must navigate your way through a small level defeating dynamically created enemy drones culminating in a final boss fight with a much a boss enemy. I used UE5 blueprint technology to build this project as I was eager to familiarise myself with the engine before delving into the C++ elements.

Miscellaneous
Favourite Games: Destiny, OSRS, Fortnite, Fifa 23, Ark Survival Evolved, Rainbow Six Siege, Hypixel Skyblock.