Callum Christer
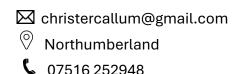
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Games Computing student

Personal Statement

I am a second-year university student studying Games Computing, eager to apply my C++ programming skills in a practical and professional environment. I have built a solid foundation in C++ and am eager to develop further by learning from industry professionals and bring my dedicated mindset to a team that values innovation and hard work.

Technical Skills

Languages: C++ (1 year)

Software Experience: Visual Studio 2022, University in-house 2D engine, Unreal Engine 5.6

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

Other: OOP, UE5 blueprints, HTML, Git

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 a first-class grade.

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, GTA V, Fortnite, Fifa 23, Ark Survival Evolved, Rainbow Six Siege, Hypixel Skyblock, Mario Kart Wii, Rocket League.