Charlie Evans

Aspiring Gameplay Programmer

👤 Profile

I am a highly motivated game programmer with a strong desire to create clean and modular code. I have worked on many diverse solo and team-based projects both inside and outside of university, and particularly enjoy projects that enable me to create interesting ai behaviour and tools. I am due to finish my studies in April, officially graduating in July.

💼 Work Experience

Volunteer Mentor at DigiLocal

Started March 2023 - July 2023

> Volunteering in my local community, supporting young people with their problem-solving skills and developing their resilience.

🎓 Education

University of The West of England Bristol - MSc Commercial Games Development

September 2022 – Present

> Due to graduate in July 2024

University of The West of England Bristol - BSc(Hons) Games Technology

September 2018 – July 2022

> Graduated with a 2:1

Backwell School Sixth Form - A-Levels

September 2016 – July 2018

> Product Design: D
> Computing: E
> Geography: E

Backwell School - GCSEs

September 2011 – July 2016

> 9 GCSEs A* to C including Computer Science (A*), English (B), and Maths (C).

🏅 Accomplishments

Dean's Exemplary Academic Achievement List

2019/20

⭐ Project Highlights

Bachelor's Thesis
> Rule-based Director Ai for Survival and Shooter Games

University Cohort Project
> Kojima Wars

Hobby Project
> Starfleet Command (WIP)

✉ Contact

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📍 Social Profiles

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 charlie2099

☰ Skills

Programming Languages
- C++
- C#
- Python

Engines & Libraries
- Unity
- Unreal
- SFML

IDEs
- Rider
- CLion
- Visual Studio

Project Management
- Git Issues
- Trello
- Slack
- ClickUp

Misc
- Git
- VCS
- HTML & CSS

🎮 Hobbies & Interests

- Programming
- Video games completionist
- Movies & tv
- Music & podcasts
- Reading

References

References and code samples available upon request.