

Charlie Evans

Aspiring Gameplay Programmer

✉ Contact

Bristol, UK

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📍 Social Profiles

 [charlieevans203](https://twitter.com/charlieevans203)

 [charlieevans2499](https://www.linkedin.com/company/charlieevans2499)

 [charlie2099](https://github.com/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.

👤 Profile

I am a highly motivated game programmer with a strong focus on creating 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 September, officially graduating in November.

👛 Work Experience

Volunteer Coding Club Mentor at DigiLocal

Started March 2023 - Present

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 November 2023

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 \(WIP\)](#)