Charlie Evans

Aspiring Gameplay Programmer

Profile

I am a highly motivated game programmer with a strong focus on creating clean and extensible 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 Programming Mentor at DigiLocal

Starting March 2023

Volunteering in my local community, helping young people to learn programming (Python).

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)

Contact

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Social Profiles

charlieevans203
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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.