

Charlie Evans

Aspiring Gameplay Programmer

✉ Contact

Bristol, UK

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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

🎮 Hobbies & Interests

Programming

Video games completionist

Movies & tv

Music & podcasts

Reading

👤 References

References and code samples
available upon request.

👤 Profile

I am a game programmer with a strong focus on creating clean and extensible code. I have worked on many diverse solo and group projects both inside and outside of university. 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

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

September 2022 – Present

Due to graduate in November 2023

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

September 2018 – July 2022

Graduated with a 2:1

A-Levels, Backwell School, Bristol

September 2016 – July 2018

Product Design: D

Computing: E

Geography: E

GCSEs, Backwell School, Bristol

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 \(WIP\)](#)