Christopher Boyce

Games Programmer

Contact Information

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Summary

Enthusiastic junior games programmer seeking opportunities to contribute to creative and interactive experiences and collaborate with talented teams. Eager to learn, grow, and push myself in the games industry.

Education

Post-Graduate

MSc by Negotiated Studies
Games Programming
2023 - Present
University of Staffordshire,
Stoke-On-Trent

Undergraduate

BSc (Hons) Games Development
(1st) , 2019 - 2023
University of Staffordshire,
Stoke-On-Trent

BTEC Level 3

Creative Media Production Games,
Computer Games, and Programming
Triple Distinction* 2017 - 2019 North
Kent College, Dartford

Skills

Game Engines

Unreal Engine 5, 4 Years
Unity, 5 Years
OpenGL
SDL

Languages

C++
C#
Python
HTML

Extra Activities

Black Belt in Karate
Voluntary Explorer Scout Events
Organiser
PC Builder
Student Voice Representative

Experience

Gameplay Programmer – Work-Based Simulation

January 2023 – February 2023

- Led Daily Scrum to keep the team of 7 on track and reach milestones.
- Developed core gameplay features in Custom OpenGL Game Engine.
- Maintained Project Using GitHub Version Control.
- Conducted code reviews and provided feedback to team members.
- Create Technical Documentation to allow high-level collaboration.

Gameplay Programmer – Technical Games Production

January 2022 & May 2022

- Created, developed, and optimised core gameplay features.
- Led Scrum meetings for efficient team communication and milestone achievement.
- Maintained technical documents and UML Diagrams for clear documentation.
- Maintained Project Using GitHub Version Control.

Global Game Jam 2024 – Dung Mans Day Out
26th to 28th of January 2023

- Developed arcade theme game that uses audio to move.

Modules

Skill Rating System in First-Person Shooter Games
(Undergraduate Dissertation)

- Developed a 5v5 FPS game in Unreal Engine 5 featuring 100 bots, with match outcomes recorded and analysed using a Skill Rating system.
- Implemented three algorithms (Elo, TrueSkill, and proprietary) to adjust skill ratings, enhancing the skill balance among bots through an iterative process.

Advanced Programming Systems (Master's Post-graduate Module)

- Developed an educational project in Unreal Engine 5 in C++, focusing on advanced programming concepts.
- Crafted tailored tutorials for undergraduate audiences.
- Ensured framework reliability through rigorous black-box and white-box testing.

Large Language Models in Games (Master's Post-graduate Module)

- Research and development of an Unreal Engine 5 project, implementing Local Large Language Models (Llama) for NPC dialogue and the OpenAI API for quest-giving.
- Able to generate real time narrative depending on world states and quests.
- Limitless potential interactions with the use of user entry text box and defined questions.

Work

Head Light and Sound Technician & Team Leader

September 2021 – Present
Staffordshire Student Union (Ember & LRV)

- Set up audio and visual experience for events for over 1000 people.
- Programmed unique lighting for custom events.
- Led a team of 10 to deliver high-quality customer service.

Crew Member

March 2018 – August 2019
McDonald's , Bexleyheath

- Developed strong time management skills in a fast-paced environment.
- Thrived in a collaborative team environment, fostering effective communication.