

# Christopher Boyce

## Games Programmer

### Contact Information

Email : [boycechris001@gmail.com](mailto:boycechris001@gmail.com)  
Website : [chris-boyce.github.io](https://chris-boyce.github.io)  
Mobile : 07484640401  
GitHub : [github.com/chris-boyce](https://github.com/chris-boyce)

### Summary

Enthusiastic junior games programmer seeking opportunities to contribute 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

### Modules

#### Skill Rating System in First-Person Shooter Games

##### (Undergraduate Dissertation & Master's Post-graduate Module)

- 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 and the OpenAI API for NPC interactions and quest-giving.

### 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.