

# Christopher Buss

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## EDUCATION

### ROYAL HOLLOWAY, UNIVERSITY OF LONDON

1st Class Honours BSc in Computer Science (Software Engineering), with a year in industry

Grad. Nov 2022 | Egham, Surrey

### RINGWOOD SCHOOL

#### A LEVELS

July 2018 | Ringwood, Hampshire

Studied: Computer Science, Mathematics and Music

Principal Student for Computer Science

### FERNDOWN UPPER SCHOOL

GCSE's A-C including Mathematics and English

July 2016 | Ferndown, Dorset

## SKILLS

### SOFTWARE ENG.

Version Control:

Git + LFS • GitHub • Perforce

Methodologies:

OOP • ECS • TDD • BDD

Design Patterns • Agile • Scrum

Software Management:

ADO • Swarm • Jira • Trello • Miro

Programming:

C++ • UE5 • UE Blueprints • Lua(u)

TypeScript (Roblox) • Java • Python

General:

Office 365 • Numeracy

Customer Service •  $\LaTeX$

## ADDITIONAL

### Volunteering

Helped organise and run local cubs scouting group

### Charity

Spent time fundraising for different causes and groups

### Music

Grade 7 equivalent in Piano

### Esports

Competed in multiple University tournaments for NUEL and NSE.

## REFERENCES

Available upon request.

## PROFESSIONAL EXPERIENCE

### AETHER INTERACTIVE | GAMEPLAY PROGRAMMER

November 2022 - January 2024 | Remote

- Built a high-performance hybrid archetypal and sparse-set-based Entity Component System for internal use. This involved prototyping, profiling to ensure performance, developing an API that could be easily used by other developers and writing documentation.
- Extensive use of React-TS to develop UI, primarily using react-hooks, encompassing animations and ensuring the adaptability for use on all platforms we supported (PC, mobile, console).
- Implemented a style guide and rules using ESLint to help ensure code consistency and maintainability.

### SUMO DIGITAL (AAA) | PLACEMENT GAMEPLAY PROGRAMMER

Sept 2021 - Sept 2022 | Sheffield, UK (Remote)

- Developed gameplay features relating to core game flow, level objects, character modifications, AI, UI, and more.
- Spent time using Unreal Engine 5 working on features that required engine modifications while taking responsibility to organise and plan work, from the concept phase, to blueprint prototype, into fully working C++ deliverables.
- Worked in an agile team with designers, artists, and other programmers, to deliver new features quickly while being able to communicate effectively across different disciplines.
- Peer reviewed work, able to comment on other people's code to better enhance my own knowledge, while also improving the code of others.

## COMPUTER SCIENCE

### RELEVANT UNIVERSITY MODULES

Dissertation: Exploration of Methodologies in AAA games

- Project exploring methodologies used within the AAA games industry and the tooling used to facilitate.
- Understand common software design principles such as Flyweight, Publish/Subscribe, Observer, State, etc.
- Researching testing techniques that allow for large-scale projects to ensure bug-free releases, such as automated testing and CI/CD.

Object Oriented Programming - 92

Software Engineering - 75

Algorithms and Complexity - 75

Small Enterprise Team Project - 67

## WORK EXPERIENCE

### SCREWFIX | RETAIL SERVICE ASSISTANT

Aug 2017 - Sept 2018 | Ferndown, Dorset

- **Communication** - Dealt with customer queries and complaints
- **Organisation** - Involved in stock-taking and deliveries
- Maintained a friendly manner and calm, positive attitude when handling complaints

## AWARDS

2017 Diamond

Chief Scouts Award - one of the most prestigious awards available in Scouting

2014-2017 Gold Silver Bronze

Duke of Edinburgh