

Curriculum Vitae

Name: Connor William Askew

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University

I have studied Computer Games Programming at the University of Gloucestershire, being awarded with a 2:2 classification on the 17th July 2019.

Before University

Before moving onto university I was a student at Gloucestershire College. Whilst there I was studying Computer Games Design for two years working on both independent work and group projects. Some of the software being used was: Unity (with C# scripting), Blender and Photoshop.

Secondary School Education

Subjects:

Maths
Science
Religious Education
Additional Science
English
English Literature
Art & Design

GCSE Grade July 2012:

A
B
C
C
D
D
D

Skills

Strong understanding of C#

Experience with using Git version control

Dedication to develop my proficiency using Unity for both PC and android development