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:	GCSE Grade Achieved January 2012:
Maths	A

Subjects:	GCSE Grade July 2012:
Science	B
Religious Education	C
Additional Science	C
English	D
English Literature	D
Art & Design	D

Strengths

My main strength is with using Unity and more specifically scripting. Being able to make game mechanics for level design and player interaction.

Weaknesses

A weakness of mine is having low self-esteem. This means I am constantly double checking my work and making sure it is done to the best to my capability.