

# CONNOR ASKEW

GAME PROGRAMMER

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## ABOUT ME

Name: Connor Askew  
Date of Birth: 12th Jan, 1996  
Nationality: English

## MY SKILLS

- Strong understanding of C#
- Experience with using Git version control
- Dedication to develop my proficiency using Unity for both PC and android development

## UNIVERSITY OF GLOUCESTERSHIRE

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 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

-Maths	-A
-Science	-B
-Addition Science	-C
-Religious Education	-C
-English	-D
-English Literature	-D
-Art & Design	-D