Curriculum Vitae

Connor William Askew

12th January 1996

26 Brookfield Road, Churchdown, Gloucestershire, GL3 2NZ

I am a student at the University of Gloucestershire studying Computer Games Programming. While here I am studying: Games Engine Programming, Level Design, Audio for games, Programming Low and High Level Architecture

First Year

For my first year my Modules were: Games Production, 3D modelling, Introduction to Programming, Physical programming. Studying there I used: Unity (with C# scripting), 3ds Max, Visual studio's(C++) and Photoshop

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.

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

In school I was a school Prefect and in my duties I helped out on open evenings escorting parents and potential new students. Occasionally I have covered absent prefects and the teacher could rely on me to be the first to volunteer.

Work Experience

For my work experience at school I worked at Gloucester Recycling. I gained an understanding of listening to the customer's needs, working within a timescale, keeping team members aware of progress. My work experience helped because I learnt how to communicate with customers and I had experience working with different people. My school received an excellent report from Gloucestershire Recycling and I was one of only two people who received an award in my school year for this.