Connor Close

Junior Programmer

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Personal Profile

A highly motivated, enthusiastic and hardworking individual with a keen interest in all things programming. I have a strong background in Mathematics with a strong mental arithmetic and I am always striving to improve my programming and development skills and do so by reading new material or finding new projects to complete.

Technical Skills

Languages / API - C++, C#, Direct X.

Software – Autodesk Maya, 3DS Max, Adobe Photoshop, Visual Studio, Unreal Engine, Unity.

Additional – Agile Methodologies, Git, Virtual Reality, Motion Capture.

Education

- 2:1 BSc Computer Science for Games - **Sheffield Hallam University**, **September '17 – May '20.**
    - First year modules: Fundamentals of Computer Architecture, Fundamentals of Programming, Introduction to Game Development, Maths for Graphics, Professionalism and Project Development, Systems Modelling.
    - Second year modules: Maths for Modelling and Rendering, Object Oriented Programming, Programming for Games, Professional Development, Software-Hardware Optimisation Techniques and Web Application Development.
    - Third year Modules: 3D Games Prototyping, Artificial Intelligence in Games, Games Software Project Management, Real Time 3D Rendering Techniques, Research Project (Dissertation).
- Level 3 Diploma in Creative and Digital Media, **PlaygroundSquad UK, April '17.**
- Triple Distinction result in Level 3 Extended Diploma in IT - **Bright Future LTD, September '15.**
- Level 3 Diploma in Professional Competence in IT and Telecoms - **Bright Future LTD, September '15.**

Experience

Apprentice Game Programmer, PlaygroundSquad UK, Manchester.   April '16 – April '17.

- Problem based learning with C++ and C#.
- Worked with a variety of engines to create 2D and 3D games.
- Worked as a Gameplay Programmer as well as back end developer.
- Taught to model, texture and render 3D models in Maya.
- Given regular lectures and assignments within Unreal Engine.

Apprentice Software Developer, Bright Future LTD, Manchester.   September'14 – Feb '16.
- Given regular assignments and lectures in C#, Java, HTML, CSS and PHP.
- Worked within the commercial team as a web and software developer.
- Completing assignments alongside commercial work.
- Gave my own lectures to other apprentices on different languages.
- Ran my own Game Development team to try and expand BFS into Games.

Additional Skills and Interests

In my free time I like to practice Muay Thai and even participate in fights and tournaments, most recently winning a silver medal in the WKO British Open tournament. I also play guitar in several bands and have had experience as a touring Musician playing all over the UK and through Europe.

References

A reference can be obtained from Mark Featherstone, Course Leader at Sheffield Hallam University.
Acesmf2@exchange.shu.ac.uk

A reference can be obtained from Gordon Osborne, Practice Manager at Woodhouse Medical Centre.
Gordon.osborne@nhs.net