

Daniel Ilett

Computer Science — Computer Graphics — Game Design

Profile

I am an ambitious and motivated PhD student at the University of Warwick. My keen interest in game development and computer graphics has guided my academic and recreational paths through university so far. I pride myself on my ability to self-motivate and learn new programming languages and tools in my spare time, and the ability to effectively communicate and work as a team member.

Education

Computer Science — MEng (1st-class Hons)

University of Warwick 2014—2018

A-levels — A* Chemistry, A Physics, A Further Mathematics, A Mathematics

Spalding Grammar School, 2012—2014

Skills

Java · C++ · C# · OpenMP · MPI · Matlab · R
HTML5 · CSS · Javascript · Electron · PHP · SQL
Unity · Unreal Engine · HaxeFlixel · Android Studio
OpenGL/GLSL · WebGL · Cg
Affinity Designer · Blender
Windows · Linux · LaTeX · Git

Experience

Warwick Game Design Society

2015—Present

I have held a range of executive positions, including Treasurer, Media Officer and my current position, President. All of these roles require communication skills, but the President role in particular has been a stimulant for personal growth — leadership, public speaking and listening skills are all core to the role.

Warwick Nintendo Society

2014—Present

Co-founding this university society was a hugely rewarding endeavour, involving plenty of liaison with

Warwick Students Union and other society members. I've taken on the roles of Publicity Officer and Treasurer, as well as Vice President.

Projects

It Takes Two

Jul 2018—Sep 2018

A personal project undertaken to develop my skills building Android games in Unity. The project also helped me practice digital graphic skills using Affinity Designer. The game was released on Google Play in September.

Patchworks

Oct 2017—Jun 2018

The fourth-year dissertation project for my Computer Science MEng. This team project helped me further my leadership skills as a sub-team leader. As a videogame project involving interaction between mobile and desktop devices, my skills using Unity matured further and I gained a small amount of experience developing apps using Android Studio.

Honeycomb Game Engine

Oct 2016—May 2017

A core project undertaken as part of the third year of my Computer Science MEng. This was an individual project, during which I developed a proof-of-concept game engine in OpenGL. Furthermore, I explored the idea of creating a scripting language using the *flex* and *bison* tools.

References

Prof. Rob Procter

University of Warwick Department of Computer Science — *Personal Tutor*

Dr. Abhir Bhalerao

University of Warwick Department of Computer Science — *Dissertation Supervisor*

Contact details available on request.