Dante Saxton-Knight

INTRODUCTION

I am a recent graduate from Birmingham City University with a Distinction level MSc in Video Game Programming. I have had a lifelong interest in computers, videogames, graphic arts and music. I also have a broad interest in the sciences. Ultimately, I hope to pursue a career relevant to these interests such as developing computer games.

EDUCATION

Birmingham City University | Birmingham, UK (09/2022 - 09/2023)
Master of Science in Video Game Programming - Distinction.

My postgraduate degree involved two self-organised group projects created in Unreal Engine 4 and 5 with a team of thirteen other programming, art and design students, followed by an entirely independent solo project created in UE5. Our group projects included a story-based twin-stick shooter and a Doom-inspired arena FPS, created to satisfy a stakeholder brief presented by our lecturers. We used Git for version control and several project management tools and techniques including kanban boards, game design documents and style guides. We presented several progress reports to Rockstar Games over Zoom for their review and feedback.

For my solo project I created an atmospheric 3D platformer with a generative music system. I created level designs, character models and animations, music, sound effects, textures and a complex character movement system over the course of 9 weeks. This gave me a wealth of experience with UE5's suite of tools and took me through every step of the video game development pipeline. For this project I received an 82% Distinction grade.

University of Leeds | Leeds, UK (09/2018 - 07/2021)
Bachelor of Science in Computer Science - 1st class.

My undergraduate degree covered a range of topics including programming, discrete mathematics, artificial intelligence, algorithms, computer architecture, web development, computer graphics and software engineering. I developed skills in problem solving specific to software development, both for practical problems in design and project planning, and for abstract problems in programming. I also developed my ability to work well with a team through a number of group projects undertaken with randomly assigned groups, both remotely and in-person.

For my final year project, I designed and created a computer game with a dynamic difficulty system using Python and the Pygame library featuring a novel maze generation algorithm. Through this project I developed my essay-writing and academic research skills.

Trinity Catholic School | Warwickshire, UK (09/2014 – 07/2018)
A-levels: Physics (A), Maths (A), Further Maths (B).
GCSEs: Computing (A*), Biology (A*), Chemistry (A*), Physics (A*), Maths (A), Product Design (A), Religious Studies (A), Art (B), English Lit. (B), English Lang. (B).