

Brandon Taylor

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I am currently studying a BSc (Hons) Computer Games Programming course at Northumbria University of which I am in my second year. I wish to complete a placement year after I have completed my second year of study of which can give me valuable experience.

Education

Northumbria University | September 2015 - Present | Predicted Grade: 2ND Upper Class Degree

Module	Percentage
Programming For Games 1	68%
Programming For Games 2	70%
Computing Fundamentals	46%
Dynamics For Simulation	50%
Computer Games Design	70%
Combined Games Project	72%
Overall	63%

Cramlington Learning Village | September 2007 - 2014

Subject	Qualification	Grade
Business	A-Level	Distinction
Applied ICT	A-Level	CC
Extended Project	AS-Level	D
English Language	GCSE	C
Mathematics	GCSE	B
Science	GCSE	B
Additional Science	GCSE	C
Business	BTEC	Distinction
Information Tech.	DiDA	Merit
Young Enterprise	Level 2	Pass
Functional Skills	Level 2	Pass

Experience

Sainsbury's - February 2014 - August 2016

At Sainsbury's I was tasked with the original role General Assistant - Bakery where I assisted others by slicing bread, serving customers and at the end of the day cleaning and closing up the bakery itself. I spent the second year of my job moving to different roles and was mainly on the fresh department. I gained valuable collaboration and communication skills from this job and also time management skills when I was tasked with printing and signing off the sheets before the end of my shift.

Technical Experience

C++

I have 2 years of C++ programming experience which includes experience in the Object Oriented Programming realm. I have developed my skills in C++ by completing assignments from my university course and completing them to the best of my ability. These assignments tested our knowledge of C++ and made us utilise what we had learned via lectures as well as our own personal reading.

I have made 3 basic console applications during my learning process as well as creating 2 different 2D games using a game engine made with the DirectX 2010 SDK (June). These two games are known as my Space Project and my replication of the 2 player pong game. This gave me some valuable insight in C++ Object Orientation and how powerful and useful it is when it comes to game development.

Lua

I have 2 years of Lua programming experience as I used to run a gaming community with two other people called DarkerGaming and was required to assist with programming for the community. This involved creating administration tools for the servers we ran on a game called GMod which had the language Lua as its scripting language.

I used this to create administration tools and game-modes to run on the servers we hosted for around 500,000 unique registered players. This gave me insight on how a game written in C++ can have its scripting language allow players to freely create limitless entities within the game itself depending on the creativity of the developer. I created a gun game game-mode which was inspired by a similar created mode for a game called Counter-Strike: Source; the game featured a levelling system and the first to reach the maximum level won the round. Features included levels, gun upgrades, scoreboard and HUD.

Hobbies and Interests

I like to play games and have spent a good majority of my time playing a multitude of games on the Steam platform. Favourite games include Garry's Mod, Dota 2 and Life Is Strange.

I also like to listen to music whilst I complete projects for my university course or when I work or program in general; my preferred genre is rock but I am open to most music genres.

References

These are available upon request.