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Personal Profile

I am a Computer Game Engineering MSc student, looking to work with an enthusiastic team of people. I would like to work for a company that embraces diversity, and which offers excellent opportunities to further my learning. I would like a challenging role which allows me to take initiative and develop my managerial skills.

Education

Newcastle University   **September 2019 – Present**
MSc Computer Game Engineering

- Averaging a distinction so far in my studies.
- Established a good foundation in C++ programming during the Advanced Programming module, and still refining these skills as the course progresses.
- Developed a changing landscape scene with C++ and OpenGL, gaining a thorough understanding of the graphics pipeline. Wrote shaders to calculate light contributions from a pointlight and spotlight in the scene, as well as creating a shadow map to produce dynamic shadows on the animated hellknights.
- Advanced Game Technologies allowed me to apply my mathematics background whilst implementing the physics in my coursework, advancing my knowledge to branch into programming. For one AI, a finite state machine was used, and the other AI employed the A* pathfinding algorithm to chase the goose. A simple Client/Server networking model was utilised to make the game multiplayer, and position information was transmitted across the network.

    Modules included:
    - Advanced Programming for Games
    - Advanced Graphics for Games
    - Advanced Game Technologies

Newcastle University   **September 2015 – June 2018**
BSc (Hons.) Mathematics

- Graduated with a 1st class honours degree in June 2018. I chose to focus my studies on applied mathematics, which introduced me to a variety of programming languages.
- Developed interpersonal and communication skills during a variety of group projects, maintaining a high standard of work throughout and building relationships with other students.
- Wrote a report on GPS, after researching how they operate and learning the mathematics behind the software. Then presented a condensed version to other students, effectively communicating the basics of GPS and teaching the students about the material in the report.

    Modules included:
    - Computational Modelling
    - Computing for Mathematics and Statistics
    - Problem Solving I & II

York College   **September 2012 – July 2015**

A-levels: Mathematics (A*), Further Mathematics (A), and Psychology (B).

Millthorpe School   **September 2007 – July 2012**

9 GCSE's at grades A-C

Work Experience

FDM Group Ltd   **June 2018 – June 2019**

BP – Portal and Mobile Test Analyst

- Conducted exploratory testing on BP mobile applications, and reported any defects uncovered during tests on ServiceNow.
- Updated test scripts for the apps, and wrote test conditions to be utilised during the setup of automated tests.
- Investigated production issues and coordinated with other teams within BP to ensure the defect was resolved in a timely manner.
- Held daily meetings to discuss defects and current blockers the team were facing

HSBC – Digital Test Analyst

- Created and executed test scripts for the current release of the website.
- Wrote descriptive and thorough bug reports using JIRA.
- Provided support during live releases by completing regression testing as the build is deployed.
- Maintained regression test scripts and updated them as the website moved through releases.

CeX Limited   **May 2016 – June 2018**
Sales Assistant

- Tested electronics considered for purchase by the store, ensuring they met CeX standards, and had no faults.
- Gained a lot of knowledge of electronics, to then apply to other products when they were brought in to be tested.
- Advised customers on electronics they wished to buy, providing them with the specifications of the product, and demonstrating how the product worked.
- Quickly adapted to new software introduced to the store, swiftly learning how to operate the software efficiently to provide excellent service to customers.
- Collaboratively worked in a large, customer-focused team, operating quickly to ensure customers were not queuing for an extended period.

The Bike Rescue Project   **September 2010 – September 2015**
Sales Assistant

- Managed the shop floor every Saturday, single-handedly, with minimal supervision from the senior bicycle mechanics in the workshop.
- Arranged stock in neat displays and designed signs to be displayed on the shop floor. Ensured the shop floor was sufficiently stocked throughout the day.
- Advised customers on the best fitting bicycle for them and provided information on the bicycle they intended to purchase. Dedicated time to each customer, to make sure they left satisfied, and with all the information they needed to maintain their bicycle.
- Multi-tasked serving customers and minor mechanical repairs.

Skills

- C++, OpenGL and Git command line
- Coding experience in MatLAB, Rstudio, Fortran95 and LaTeX
- Moderate use of Microsoft Excel

Interests

I play Dungeons and Dragons (a role-playing game) fortnightly, during which I work collaboratively with friends to tackle obstacles; the freedom within the game encourages my creative problem solving skills as well as my strategic awareness.

References

Available on request.