



## Personal Profile

I am an aspiring gameplay programmer and designer who has been interested in the development of video games and progressing in a career in this field. I am delighted to be able to develop my computing/games development skills further at Portsmouth University into becoming an employable asset to a company.

During my free time I like to spend my time on the computer, constantly improving my skills and learning new computer software, gaining better understanding of available software packages being faster and better. I understand a large range of software including; Photoshop, Illustrator, Blender, Maya, Sony Vegas, Final Cut Pro and Web coding such as HTML5, CSS and JavaScript. Even during primary school, I developed my computing skills, so much so I assisted teachers with various computing problems.



## Skills

### Code

- C#
- C++

### Web

- HTML
- CSS
- JavaScript

### Game Engines

- Unity
- Unreal Engine 4

### Software

- Office
- Photoshop
- Vegas Pro
- Premiere pro
- Blender



## Education

### University of Portsmouth

2021 - Present

- Computer Games Technology

### The College of Haringey, Enfield and Northeast London

2020

- Access to Higher Education Computing

### Barnet Southgate Collage

2015 June – 2016 July

- Creative Media and Production



## Work Experience

Potters Bar, United Kingdom - 2014 July

### Adam Bourn Creative Services Ltd (Work Experience)

Duties included producing and installing graphics, assisting in the workshop by using CAD software to create images to print and prepare for installation. I also gained on-site experience assisting and installing graphics and understanding the process to complete the job.

- Learnt and assisted through the production and installation pipeline
- Processed vinyl
- Worked with cad software

Finsbury Park, United Kingdom - 2018 – 2021

### Rowans Tenpin Bowl

Duties included handling and processing customer payments and reservations. Thus, being frontline customer service, resulting in having great communication skills with customers and co-workers. This has helped me greatly with working in a team to get tasks done faster and of high standard.

- Handled and processing customer payments and reservations
- Frontline customer assistance

Projects available at: [georgekruger.github.io](https://georgekruger.github.io)

References are available upon request