

George Kruger

Game Programmer

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Personal Profile

A recent graduate of the University of Portsmouth with a degree in Computer Games Technology and currently based in London. I have been self-teaching coding and various software since the age of 10 and have honed my skills in various software applications such as Blender, Photoshop, Vegas Pro and front-end website development. I am keen to start my career in the industry after being deeply passionate about the games industry and fascinated by every aspect of the game development process, with a strong desire to be actively involved in this dynamic and co-operative field. I am eager to work in a co-operative environment, not only to work with others on game projects, but to also learn new methods and effectiveness to continually improve my craft as a programmer.

Skills

Code
C# C++ Blueprint

Game Engines / Frameworks
Unity Unreal 4 XNA

Productivity
Trello Confluence
Miro Jira Teams

Source Control
Git GitHub
Perforce GitKraken

Web
HTML CSS JavaScript

3D Modelling
Blender Z-Brush

Interests

- Playing and collecting new and classic games
- Music, film and TV shows and regular swimming
- Experimenting and working on game projects and gameplay concepts
- Expanding and improving my programming skills
- Exploring other creative outlets: Art/pixel Art, music creation and 3D Modelling

References are available upon request

Education

University of Portsmouth

2020 - 2023

- BSc (HONS) Computer Games Technology - Lower Second-Class

Successfully developed three team-oriented projects, with our final year development project achieving First-Class and **winning 'Creative Assembly Best Student Game 2023' TIGA award**, lead programmer for both first year projects, with 'Mantari' placing **1st** out of **13** entries. Experienced developing on latest console development kits, getting code to run; profiling and optimising its performance.

Year 3:

REAL-TIME INTERACTIVE GROUP PROJECT: STAGE ONE First-Class
PROGRAMMING AI FOR GAMES Third-Class
PSYCHOLOGICAL THEORY FOR GAME DESIGNERS Third-Class

REAL-TIME INTERACTIVE GROUP PROJECT: STAGE TWO First-Class
FINAL YEAR PROJECT Third-Class

Year 2:

GAMEPLAY PROGRAMMING First-Class
PROGRAM CONSOLES Lower Second-Class

STUDENT ENTERPRISE FOR GAMES PROJECT INITIATION AND CAREER MANAGEMENT Upper-Second
Lower Second-Class

Year 1:

FOUNDATION IN 3D MODELLING First-Class
DEFINE GAMES First-Class

INTRODUCTION TO IMAGE CREATION Lower Second-Class
TOOLS FOR GAMES AND ANIMATION Lower Second-Class

The College of Haringey, Enfield and Northeast London

2020

- Access to Higher Education Computing (BTEC)

Visual Programming Distinction
Website Design and Creation Distinction
Mathematics for Computing Merit

Database Implementation Distinction
Further Website Development Distinction

Barnet Southgate College

2015 June – 2016 July

- Level 2 Creative Media Production and Technology (BTEC) – Pass



Work Experience

Finsbury Park, United Kingdom - 2018 – 2021

Rowans Tenpin Bowl

Handling and processing customer payments and reservations, being the frontline customer service. Having great communication and team-oriented skills with customers and co-workers was required.

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

Potters Bar, United Kingdom - 2014 July

Adam Bourn Creative Services Ltd (Work Experience – 1 Week)

Produced and installed vinyl graphics, assisting in the workshop by using CAD software to create images to print and prepare for installation.

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