George Kruger
Gameplay Programmer & Designer

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Personal Profile

A second-year student at the University of Portsmouth studying BSc (Hons) Computer Games Technology who is also an aspiring gameplay programmer and designer. 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. I am interested in the development of video games and progressing within a career in this field. I am delighted to be able to develop my computing/games development skills further at university in order to becoming an employable asset to a company for my placement year.

Skills

Code

- C#
- C+++

Game Engines

- Unity
- Unreal Engine 4

Web

- HTML
- CSS
- JavaScript

Software

- Office
- Photoshop
- Premiere pro
- Vegas Pro
- Blender
- Visual Studio
- Git Kraken

Interests

- Playing Games new and classic
- Game Collecting
- Music, film and TV shows
- Expanding my programming knowledge and methods
- Work on game projects and gameplay concepts
- Explore other creative outlets: Art/pixel Art, music creation and 3D Modelling

References are available upon request

Education

University of Portsmouth   2020 - Present

- **BSc (HONS) Computer Games Technology**

Produced 2 game projects as a programmer within a team of varying roles, using the unity engine. Contributions include spline systems, player controllers, third-person combat and ability systems, ability upgrade and management system. Our project "Mentari" ranked 1st out of 13 entries against other student teams. Currently working on console development kits, getting code to run and profiling it.

Year 2:

GAMEPLAY PROGRAMMING	First		STUDENT ENTERPRISE FOR GAMES	Upper-Second

Year 1:

FOUNDATION IN 3D MODELLING	First		INTRODUCTION TO IMAGE CREATION	Lower-Second
DEFINE GAMES	First		TOOLS FOR GAMES AND ANIMATION	Lower-Second

The College of Haringey, Enfield and Northeast London   2020

- **Access to Higher Education Computing (BTEC)**

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