George Kruger
Game Programmer
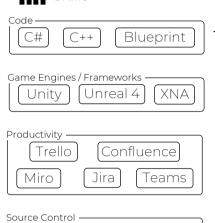
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Personal Profile

A recent graduate of the University of Portsmouth with a degree in BSc 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 increase my efficiency 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	REAL-TIME INTERACTIVE GROUP PROJECT: STAGE TWO	First-Class
PROGRAMMING AI FOR GAMES	Third-Class	FINAL YEAR PROJECT	Third-Class
PSYCHOLOGICAL THEORY FOR GAME DESIGNERS	Third-Class		

Year 2:

GAMEPLAY PROGRAMMING	First-Class	STUDENT ENTERPRISE FOR GAMES	Upper-Second
PROGRAM CONSOLES	Lower Second-Class	PROJECT INITIATION AND CAREER MANAGEMENT	Lower Second-Class

Year 1:

FOUNDATION IN 3D MODELLING	First-Class	INTRODUCTION TO IMAGE CREATION	Lower Second-Class
DEFINE GAMES	First-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	Database Implementation	Distinction
Website Design and Creation	Distinction	Further Website Development	Distinction
Mathematics for Computing	Merit		

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

Positioned at the front deck processing payments, reservations and 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

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 works and prepared them for on-site installation
- Worked with CAD software