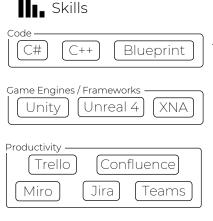
George Kruger Game Programmer





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.







Source Control

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

Year 2:

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

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

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