**Jonathan Marchant**

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**Education / qualifications**

**2013 – 2016 BSc Computer Science University of Manchester**

**Example modules covered:** java, AI and games, compilers, Agile SE, Algorithms, computer graphics.

* Worked as part of a team in multiple projects developing communication, project management and agile development skills.
* Experience working in a variety of programming languages and environments, with a core focus on java and OOP principles.
* Achieved a first in final year project gaining experience working on a large scale project putting my skills into context.

**2011-2013 Runshaw College, Leyland A-levels**

* Maths A\* ,Computing A\*, Business studies B

Awarded computing student of the year 2011 for high grades and project work.

**2007-2011 Brownedge St Marys high school, Preston GCSE’S**

* 8 GCSE including Maths (A) and English (A)

**Technical skills**

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| **Skill** | **Experience** | **Level of competence** |
| Java | College and University java module, games programming. Strong OOP skills. | High |
| C, C++ | Algorithms module, graphics programming in openGL. | medium |
| SQL/MySQL | First year web Dev project, databases module. | medium |
| PHP | First year web Dev project. | medium |
| HTML,CSS/Javascript | First year web Dev project, JavaFX project. | medium |
| Latex | University assignment reports. | medium |
| Linux | Standard in university labs. | high |
| Eclipse IDE | Used in multiple projects. | high |
| JavaFX | Used for GUI in final year project. | high |
| Git/github | Used in multiple team/personal projects. | medium |

GitHub profile: https://github.com/jonnyzGaming

**Notable Projects**

**Platform adventure game –KEV (2012-2014)**

Large scale java platform game created in spare time, vegetable themed.

<http://gamejolt.com/games/kev/20082>

* Learnt key game engine fundamentals such as handling collision detection, rendering, map/tile generation.
* Developed a number of complex AI agents, 3 multi-phased bosses, and multiple NPCS with triggered events.
* Implemented projectile physics and particle systems for explosions.
* Enjoyed learning skills such as drawing pixel art, creating sound effects and map/story design.

**Third year project – software component building tool (2015-2016)**

A building tool created in javaFX designed to allow kids to build simple programs by connecting blocks together.

* Improved time management and organisational skills working to fixed deadlines.
* Developed a robust graphical application using the javaFX model-view-controller architecture.
* Designed and implemented a component model to connect blocks together based on the binary tree data structure.

**Interests and Activities**

* Passion for Indie game development and gaming in general.
* Self-taught guitar player, enjoy playing acoustic instrumentals, blues.
* Enjoy Sports, running and badminton.