Joshua Nicholson

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Summary

I am a final year Computer Science undergraduate currently searching for a software engineering role to catalyse my career. I have always carried a strong desire to tinker and create, through first teaching myself to code, refining my knowledge at University, and into my industrial placement in the year just passed. I hope to further develop both myself and my skills in a long term position.

Education

2017–present **Computer Science BSc (Hons)**, *University of Nottingham*.
Due to graduate Summer 2021

2015–2017 **Sixth Form**, *St.Christopher's*, Accrington.
- A Level
  - Mathematics — A
  - Computer Science — A
  - Further Mathematics — C

Relevant Experience

2019–2020 **Developer**, *Feral Interactive*, London.
- Worked on multiple major titles for iOS devices
  - Implementing new game systems
  - Refactoring code to allow for easier development
  - General bug fixing
- Became familiar with development workflow in industry
  - Management of issues (through Jira)
  - Communication between departments to meet specification
  - Creating scripts to improve my personal workflow
- Self-directed and responsible for own progress
  - Was often required to pick out own issues to tackle
  - Assessing knowledge of systems and setting work based on efficiency

Languages

C++	Proficient	*Used throughout time at Feral*
C	Proficient	*Significant use during first and second year of degree*
Java	Proficient	*Used during degree, primarily for Android*
Javascript	Basic	*Used for personal projects, usually raw for simple scripting and API calls*
C#	Basic	*Used for personal projects in Unity*

Bachelor's Dissertation

Title	*Efficient Methods for Voxel Rendering*
Supervisor	Dr. Kristian Spoerer
Description	A review of a number of current voxel/volumetric rendering methods including implementations with which to test and contrast. Culling and primitive aggregation are of primary interest. A great opportunity to learn OpenGL and rendering processes.

Projects

Activity Tracker	A basic fitness tracker, providing location tracking, statistics collation, and GPX export. This was a full dive into Android development, testing every facet of my knowledge of the OS. Culminated in a polished application that I may work on further in the future
2D Shooter	Final coursework for my undergraduate C++ module. Provided with a simplistic framework, a full game was required to be built hitting a number of feature requirements including: a game state system, input capture, animated objects, and data persistence
Media List	Android app to track media consumption. Whilst sites exist for film/tv, books etc, I required a combined lightweight list of many mediums. Still currently in progress but good experience with asynchronous API calls

Skills & Tools

Git	Intermediate	*Consistent average usage for University and personal projects*
Android	Intermediate	*Module undertaken during degree, created multiple applications*
Unity	Intermediate	*Used at an amateur level for personal projects*
OpenGL	Basic	*Heavy use in undergraduate dissertation*
Unreal	Basic	*Some projects at Feral were written on top of Unreal*

Hobbies and Achievements

Drawing	Creative development through art, primarily watercolour and ink
Wood & Metalworking	A pursuit of craftsmanship has helped develop persistence and precision
Guitar	I have been playing casually for a long while. No qualifications, just enjoyable

References

Available on request