Matthew Lowe
Game Programmer

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Profile

I am a motivated person who enjoys taking on challenges. I'm highly competitive and enjoy competing against others whether it's in a team or individually.

Technical Skills

- Games development - C++, Unity, DirectX
- Software development - C++, C#
- Version control - Git

- Website frontend - HTML, CSS, JS + JQuery
- Website backend - PHP, .NET Core, SQL
- Graphic software - GIMP, Adobe Fireworks

Education

2016 – Present

MComp Computer Games Development – UCLan

Third Year

Modules: Games Dev 2, Maths and Tech for Games, Object Oriented Methods in Computing, Games for the Internet, Double Project.

Second Year

Overall 84%. Games Dev 1 (90%), Software Development (66%), Adv Programming With C++ (94%), Professional Skills (81%), Computer Graphics (89%), Software Engineering Practices (77%).

First Year

Overall 87%. Relevant modules: Games Concepts (97%), Computing Skills (74%), Programming (100%), Intro to Programming (90%), Networking (93%).

2014 – 2016

Garforth Academy 6th form – A Level Grades
Maths – A*, Double IT – BB, Physics - C

2009 – 2014

Garforth Academy – GSCEs
9 GCSEs A* - C

Employment

2018 July – Sept

Web Applications UK - Summer Internship

- Underwent two weeks of training in programming, databases, version control and specific systems the company uses. In addition to the initial training, I also completed a one-day professional communication course.
- The three summer interns were put on a development project where we underwent the standard process of drafting up the system requirements, writing the specification, developing the system and testing the system.

- Engaged with the community where we went to local community centres and taught young kids how to program robots.

2015 July – August
  Leeds Building Society - Summer Internship
  - Purchase ledger recording transaction records and invoices accurately.
  - BI Department developing skills in databases and analysing data.

2015 June
  HSBC - One-week work experience
  - Software department shadowing meetings and working on a small web project.

Other Experience/Achievements

Sumo Digital Rising Star Finalist 2018
- Came 2nd place in the Games Programming competition, which is open to students studying a computer-related university course who are not yet in their final year.
- The competition consisted of three stages: The Skills Assessment, The Dev Project and The Interview.
- Five finalists go through to the final interview stage with leading industry experts on the panel.

Freelance website development
- Notable examples include an advanced file upload system with user accounts and a pupil booking system for a piano teacher.

Duke of Edinburgh bronze award
- To complete the award, you are required to volunteer, train in a physical sport and complete the final camping trip.
- Volunteered at my secondary school's library daily.
- Swam for the City of Leeds where I underwent training in technique, stamina and speed.
- Completed the final assessed camping trip, helping to lead the group to the destination.

PWC Business Insight Day
- Developed essential employability skills for interviews and psychometric tests.
- Networked with other students on the day in a professional manner.

Hobbies and Interests
My competitive spirit and dedication to learning developed through representing the City of Leeds Swimming Club for 5 years, training as much as 8 times per week and competing at County, Regional and National level.

I have competed in multiple Rubik's Cube competitions over the past 4 years, including the 2017 World Championships in Paris, and various UK Championships, where I made the final for the 4x4 event. My current personal best time for solving a standard 3x3 cube officially is 7.7 seconds.

In addition to these hobbies, I am a keen computer programmer and enjoy developing websites, applications, and especially games in my spare time. I have skills in a range of technologies that I have learnt over the past 8 years, from when I first realised my passion.

References
Available on request