SAMUEL SMITH | *PROGRAMMER*

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PROFFESSIONAL PROFILE

Sam brings all of his passion, enthusiasm and competence as a programmer to every challenge he takes. Sam is keen to learn and is able to pick up skills and adapt to varying scenarios quickly. He works excellently in a team and as an individual, able to figure things out with little guidance. Sam is looking for a new role within the gaming industry with a keen interest in relocating to London.

SKILLS

- Technological proficiency
- Creative & Opinionated problem solving
- C# .NET, Java, JavaScript, VueJS

- Rapid learning
- Multi-Language, multi-paradigm programming
- C++, XML/XAML, SQL, NoSql (Mongo)

CAREER SUMMARY

WEXEL GAMING LTD, HULL, EAST YORKSHIRE

June 2018 – Present, Software Developer

Initially a 1-year placement as part of Sam's degree. Became a permanent role with part-time employment through final year of degree and full-time employment after graduating. As a Software Developer at Wexel Gaming Sam has created, maintained, upgraded countless software. Projects have used technologies such as .NET, Xamarin, Cordova, VueJS, Quasar Framework, C++, C#, MongoDB, SQL. Sam was also solely responsible for developing and building the companies live streaming solution, including both studio setup and integration (and re-integration). Prior to this role Sam had limited expertise in web technologies and is now the DeFacto guru on all things web, exemplary of his ability to quickly adapt and learn. Through this he was able to design the companies web-based membership package with keen detail on intuitiveness.

EDUCATION & QUALIFICATIONS

UNIVERSITY OF HULL, KINGSTON UPON HULL

081644 BSc Computer Science for Games Development with Industrial Experience (with Honours)

4TH YEAR
FINAL YEAR PROJECT

- OpenGL Game Engine
- Font Loading

- Entity Component System architecture
- C# .NET programming

GAME DEVELOPMENT

- Game development cycle
- Prototyping
- Research & Inspiration

- Working in a team
- Unity
- Creative idea development

GAME ENGINE ARCHITECTURE

- Concepts of varying architectures
- Entity Component System (ECS) engine
- Collision detection
- Spatial sound

- C# .NET programming
- OpenGL graphics
- Basic AI navigation
- Basic modelling/texturing

3RD YEAR
INTERNSHIP WITH LEISURE ELECTRONICS

2ND YEAR
SYSTEMS ANALYSIS, DESIGN AND PROCESS

- Creating bespoke software
- Working to a brief

- Working in a team
- C# .NET programming

- UML modelling and design
- Object orientated programming

2D GRAPHICS AND SIMULATION

- JavaScript programming
- Scenegraph structures
- Collision detection
- Vector-based rendering
- HTML5 Canvas API

- Software development practices

- Object orientated programming
- Physics simulation and calculation
- Matrix and Vector transformation and mathematics

3D COMPUTER GRAPHICS

- C# OpenGL graphics rendering
- Fragment and Vector GLSL Shader programming

- Graphics card interfacing
- Graphics pipeline usage
- Matrix and Vector transformations

NETWORKING AND USER INTERFACE DESIGN

- TCP client and server side programming
- User interface design
- Networked programming

- C# .NET programming
- HTTP 0.9, 1.0, 1.1 and 'whois' protocol – sending and receiving

ADVANCED PROGRAMMING

- C++ and it's standards
- Understanding of what code does and how it does it

- Machine code understanding
- Advanced programming concepts
- Efficient usage of development tools

1ST YEAR

SOFTWARE PROJECT-BASED LEARNING

- Creating bespoke software
- Working to a brief
- Working in a team

- C# .NET Programming
- Programmatical SQL database interaction
- Object orientated programming

PROGRAMMING PARADIGMS

- Object orientated programming
- C# .NET programming

- XML serializing and deserializing

KING EDWARDI VII, COALVILLE, LEICESTERSHIRE

3 A-Levels grades B-D (incl. Computing)
1 AS-Level grade D
10 GCSEs grades A-E (incl. Maths, English, Computing)

ACCOMPLISHMENTS

In August of 2015 Sam received an Equipped2Succeed certificate as a result of spending a week at a summer school to understand what it takes to lead yourself to success. As part of this, he had to work in a team to research 2 important figures, produce an information stall about them and a 30 second presentation of who they are and why they were successful people. Judges from different professional fields went around the different teams to judge how well they achieved this, and Sam's team won 'Overall best Team'.

In 2016 Sam's educational efforts and clear passion and direction in computer programming achieved him an unconditional acceptance to the University of Hull. 4 years later Sam graduated, achieving a 2:1 with Honours.

INTERESTS

- Cooking
- Computer Games (incl. how they work)
- Cycling

- Table Tennis
- Bass Guitar