





EDWARD BARTON

Programmer and Games Programming Student

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PROFILE

With a love for the problem-solving aspects of programming as well as games and technology as a whole, I am now back in further education following a few years of self-directed learning and a brief amount of time in the games industry as a tester in order to fill in any gaps in my learning and obtain a recognized qualification in my craft.

TECHNICAL SKILLS

Programming Languages

- C++
- Python 3
- GML
- C#

Engines

- Unity
- Unreal Engine 4
- GameMaker (Versions 7.1 – Studio 2)

Technologies & Software


- Visual Studio
- VS Code
- Windows
- Linux (Ubuntu)

RELEVANT EXPERIENCE

Bethesda Softworks

London, United Kingdom 

Community Ambassador (UK)

July 2019 - Present 

I was accepted into a voluntary role as a Community Ambassador, which has most recently allowed me to help play a part in running *QuakeCon Europe* in 2019 by assisting staff with running a booth during the event.

Huntress / HCL Technologies

Reading, United Kingdom 

Games Tester


June 2018 – February 2019 (9 Months) 

Carried out contractor work for an unnamed client as a Games Tester. My day-to-day responsibilities consisted of performing various test cases as well as general testing/debugging on upcoming titles.

Testology Ltd

Aldershot, United Kingdom 

QA Tester (Work Experience)

April 2014 (1 week) 

I was tasked with testing and debugging upcoming titles on a variety of platforms for bugs and other anomalies to report back to their respective developers.

EDUCATION

Staffordshire University

Stoke-on-Trent, United Kingdom 

BSc Hons Computer Games Programming

2020 – 2023 (Graduation Expected) 


I am currently in my first year of study at university after a few years of self-guided education away from academia. I am currently studying:

- Digital Technologies
- Game Engine Creation
- Fundamentals of Game and Graphical Systems Development
- Professional Development and Games Industry Employability

Guildford College

BTEC Level 3 Extended Diploma, Creative
Media Production (Games Development)

Guildford, United Kingdom 

2015 – 2017 

Achieved final grade Distinction Merit Merit.
Received award for *Outstanding Work* in 2016.

OTHER EMPLOYMENT HISTORY

The Southern Co-operative

Surrey, United Kingdom 

Customer Service Assistant

August 2016 – August 2020 (4 Years) 

I primarily handled late-night closing shifts which demanded management of multiple responsibilities (such as cleaning and serving customers) simultaneously and sometimes unexpectedly, as well as a strong composure and conflict resolution skills in situations such as dealing with abusive customers.

HOBBIES AND INTERESTS

Gaming

Like many others, gaming has been a lifelong hobby of mine and still is to this day, both leisurely and from an analytical standpoint. Keeping close to the heart of the game industry is something I value greatly, and it is because of this that I also try to attend and participate in shows/events where I can.

- EGX Attendee for 3 consecutive years.
- Attended the *BAFTA Game Awards* in 2019.
- Bethesda Community Ambassador (see *Relevant Experience*).

Programming

I enjoy programming a **lot** – I try to work on projects when I have a chance to and as of late, I have also began to expand from just games into more general programming/tech projects as well.

I am currently looking to revamp *DOOMify* (github.com/not-ed/doomify), a basic python tool initially written for generating retro game textures as an exercise in implementing an image color quantization algorithm.

Retro Technologies and Software

There is something about the aesthetics and the creativity that the limitations of older/retro systems brought about that appeals to me in a way I can't fully put my finger on. My interest in this area spreads out to a lot of other areas and mediums that I consume such as pixel art, learning about said systems, and even as influences into the games that I create, particularly from a visual standpoint.

REFERENCES

References can be made available upon request.