Oliver Green

Contact

Phone:
07340110025

Email:
oliver.r.green@gmail.com

Website:
https://oliver-r-green.github.io/

Location:
Rugby, Warwickshire

About Me

Creative VR game developer with an interest in 3D graphics software development.

I love to apply maths to computer science wherever possible and use code as a platform to explore mathematic ideas.

My favourite areas of computer science are formal reasoning, software engineering and computer vision. My love for the subject initially kickstarted as I designed and 3D-printed parts and soldered onto a circuit board that I later programmed to create a robotic hand!

Spending time with my friends and my sister matters most to me and I enjoy walking to unwind.

References available upon request.

Education

Currently studying BSc Computer Science with Year in Industry at the University of Nottingham. Received a 1st in my first year.

A-levels: Maths A*, Further Maths A*, Computer Science A*, Cambridge Technical in Engineering (A-level equivalent) Distinction*.

9 GCSEs: 3 9's, 2 8's, 2 7's, 2 6's.

Skills and Experience

- Languages: C, C++, C#, Java, Haskell, HTML, CSS, JavaScript, PHP, MySQL, Python, MATLAB.

- Spent seven years programming in C# with Unity libraries; the past two focussed on developing my own VR puzzle game, independently building up skills to problem-solve and research as to how such software is made. Please see this for yourself at my website, I built: https://oliver-r-green.github.io/.

- Proficient 3D modeller, having modelled all of my own assets within the game.

- Stemming from a passion for maths, I wrote my own CAD software, as both an executable application and a set of hard-coded libraries, that projects 3D objects from all possible angles. Models are broken up into a large object-oriented data structure, interfaced to by classes defined to: map 3D coordinates to 2D onscreen coordinates; handle rendering, design tools and matrix operations.

- I strengthened my leadership and communication skills when tutoring A-level Further Maths, alongside improving my own subject knowledge, allowing me to, within three years, define such equations to map and render 3D objects.

- Since applying this to code, I have used my software to reduce the time it takes for me to model 3D assets, whilst maintaining to produce high quality graphics. The whole program is compatible with other 3D software applications, as supports both reading and writing to the .obj file format, hence I can seamlessly transfer files between that and Unity.

- Great teamwork skills. I took on responsibilty as a team leader, organising a group and distributing workload in my university software engineering group project. I am keen to support others.