

Matthew Peers

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I am currently in my second year at Northumbria University studying for BSc (Hons) Computer Games Programming and I am seeking to complete a placement year at the end of my current year of study.

Education

Northumbria University | Sept 2015 – Present | Predicted grade: 1st Class Degree

| <i>Module</i> | <i>Percentage</i> | |
|--------------------------|-------------------|---|
| Dynamics for Simulation | 75% | |
| Programming for Games 1 | 83% | |
| Programming for Games 2 | 90% | |
| Combined Games Design | 71% | |
| Combined Games Project 1 | 65% | |
| Computing Fundamentals | 85% | |
| Overall | 78% | 2nd Highest result of my cohort |

Allerton High School | Sept 2008 – Jul 2015 | UCAS Points: 330

| <i>Subject</i> | <i>Type</i> | <i>Grade</i> |
|--------------------------|-------------|--------------|
| Biology | A-Level | C |
| Geography | A-Level | C |
| Information Technologies | A-Level | B |
| Game Violence | EPQ | A |
| Mathematics | GCSE | A |

Experience

British Library – Technical Support and Web App Development

- As part of the work experience program at my High School I worked at the British Library for one week. During this time, I was given various tasks including IT support and web app development.
- Every morning my co-workers and I were required to summarize the work we had completed the day before and outline what we would be doing that day. This allowed us to work more cohesively as we knew what each of us would be working towards that day.

Ambience Engineering

- During the summer, before starting my university course, I worked at Ambience Engineering for one month. This involved using specialist architecture software to digitize hand drawn blueprints.
- In this job, I was expected to manage my own time and communicate regularly with colleagues.

Technical Skills

C++

- I have two years' experience using C++ extensively for both personal projects and as part of my degree. We have covered advanced topics and been expected to complete assignments and written work using C++ under exam conditions.
- Over the summer I decided to try writing my own simple game engine using C++ with the SFML multimedia library. While working on this project I was forced to learn new advanced C++ features I had not been taught before. This helped me to understand the power of inheritance and object-oriented programming in general.
- After finishing the engine, I wrote a simple "Paddles" game to test its functionality and to find out what features are missing and could be added in the future. I used Git as source control for both these projects.

Databases / SQL

- For my A-Level ICT qualification we were required to create and modify relational databases under exam conditions. During our next semester I will be using SQL Lite as part of my course.

Game Engine Software

- My first introduction to programming was through game engines such as Unity3D and the Unreal engine, using these tools I learnt basic programming concepts and the requirements to developing a complete software application.
- These tools also allowed me to quickly prototype ideas and practice basic concepts. An example of this is a space demo I created using Unreal engine (and is available on my GitHub). In this demo I wrote my own version of the built in character controller with the ability to walk around a gravity point e.g. a planet.

Source Control / Collaboration Software

- Whilst developing my simple game engine I decided to learn Git and GitHub to make it easier to share the code and to get used to tools I may be using when working in a team.

Hobbies / Interests

- Throughout my time at school I also attended my local scouting group where we were regularly expected to work in a group and learn to support each other effectively. I personally took part in a number of expeditions, one of which I led. This involved planning the route and ensuring the younger members learnt to navigate using a map and compass.
- Over the past 6 years I have attended club badminton sessions twice a week providing exercise and a (temporary) break from computer screens.

References available upon request.